World War II Wargames Rules

BOLT ACTION

Armies of ITALY and the AXIS

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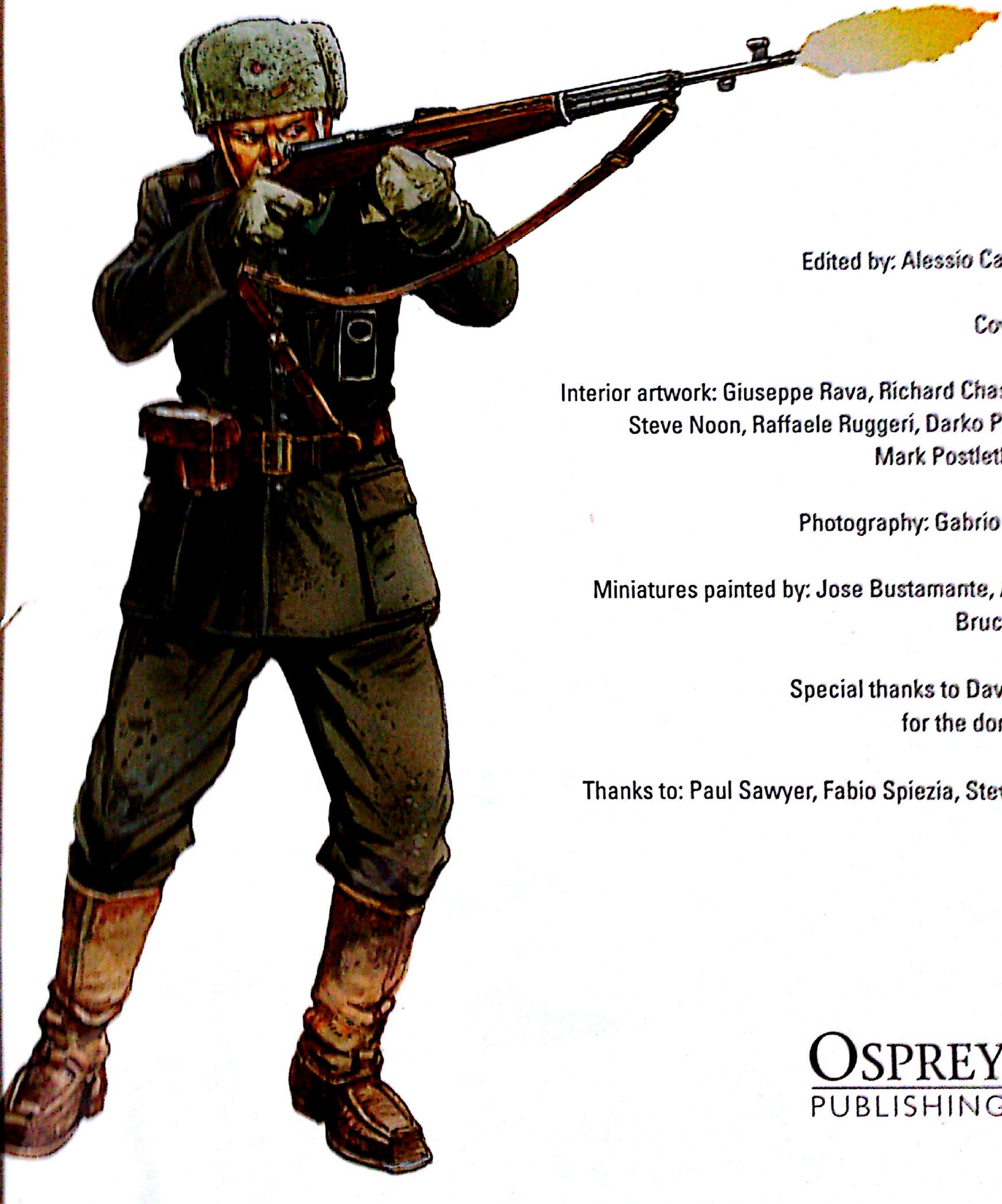

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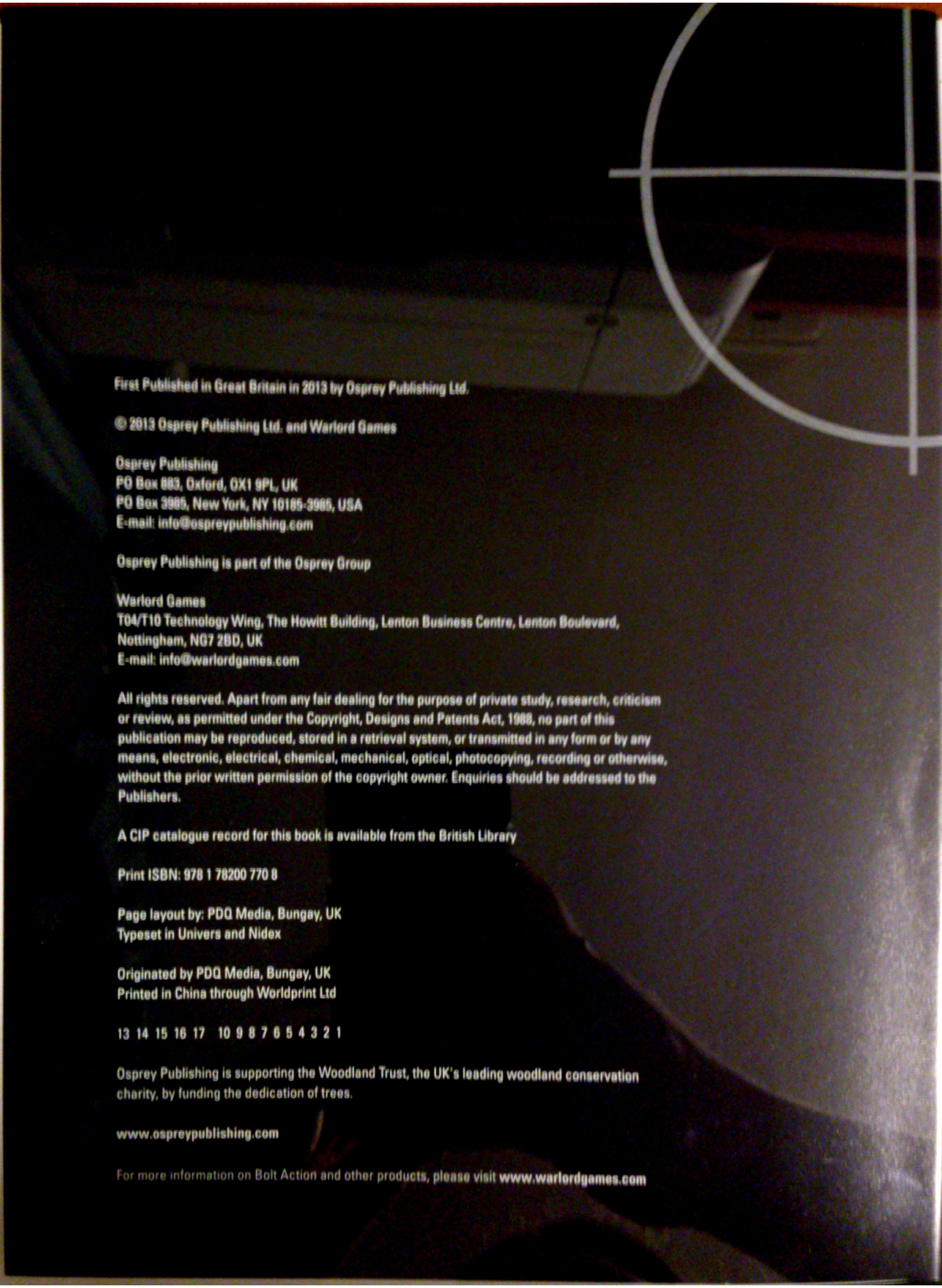

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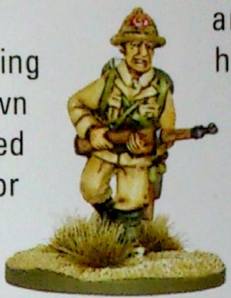
WHAT IS THIS BOOK?

Italian Blackshirts, Raggruppamento Galbiati, Greece/Albania, Winter 1941, by Giuseppe Rava © Osprey Publishing Ltd. Taken from Warrior 144: Italian Blackshirt 1935–45.
]

This book is a supplement for the *Bolt Action* World War II tabletop wargame. It contains all the background, rules and army list information need to field an Italian, Finnish, Bulgarian, Hungarian or Romanian army in the *Bolt Action* game. Inside you'll find details of the organisation and equipment used by these diverse forces during their battles against allied forces.

The book is divided into sections, each dealing with a separate army. Each section includes its own Army List. This provides all the information needed to field that army in your games. All the major weapons, guns and vehicles are covered, together with a selection of troop types of varying quality.

Alongside each list is at least one theatre selector, which gives the forces available for a particular campaign, theatre or phase of the war. In the case of a few of the armies covered by this book the theatres are somewhat limited compared to those available for major combatants such as the British or Germans. This reflects the historical battles fought by these armies as well as the requirement to cover a number of armies all in one book.

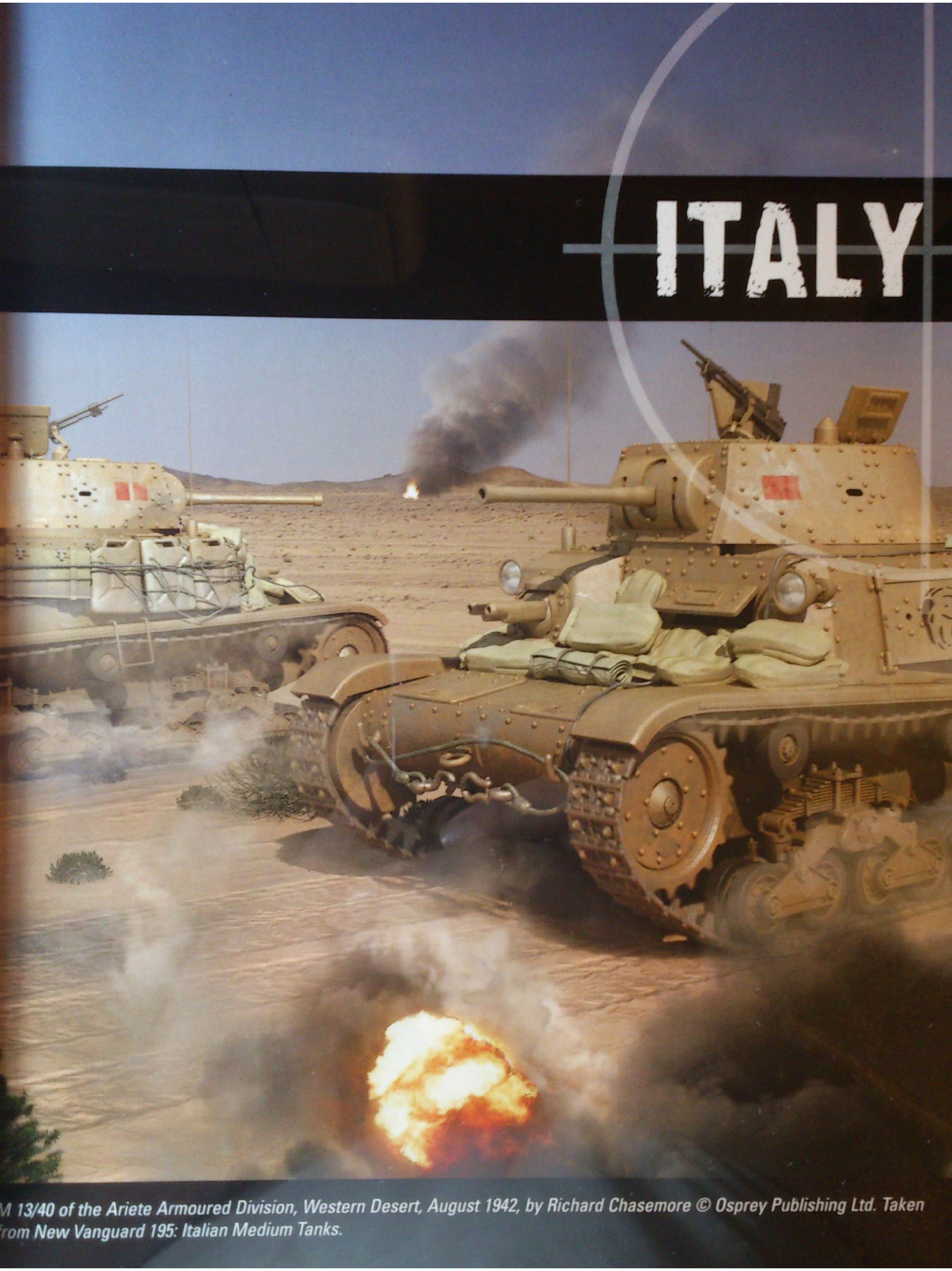


In most cases armies are also allowed to use so German equipment, the details of which appear in separate *Armies of Germany* supplement, and play wishing to take advantage of these options will nee copy of that book.

Our aim has been to try and create playa armies that can hold their own against th historical opponents and which can be used play games of a more general nature, taking different armies from different campaigns time periods should the players wish to do This presents particular challenges for so of the armies represented here, for examp the Bulgarian forces, which saw little r fighting and were mostly engaged in an partisan operations, for which they were adequate equipped. On a tactical level however – the kind of le represented by our games – things were more equ Often, desperate and innovative defenders were able defeat the opposition – as the Finns demonstrated ti and time again in the face of a much larger and bett equipped Soviet enemy.

Mussolini's boys make the Americans pay dearly for every inch of ground

ITALY



M 13/40 of the Ariete Armoured Division, Western Desert, August 1942, by Richard Chasemore © Osprey Publishing Ltd. Taken from New Vanguard 195: Italian Medium Tanks.

Italy's fascist dictator, Benito Mussolini, tried to capitalize on his close relationship with Germany by launching his own attacks on neighbouring lands. Despite copious propaganda to the contrary, the Regio Esercito or Royal Italian Army was ill prepared for offensive operations – a fact quickly made evident. Italy's first offensive action occurred in June 1940, when 32 divisions made a two-pronged attack on France, advancing along the Mediterranean coast and into the French Alps. Despite the French already being beaten to the north, resistance was unexpectedly stiff, inflicting far more casualties on the Italians than those suffered in return. Still, as Mussolini said to his army chief of staff, 'I only need a few thousand dead so that I can sit at the peace conference as a man who has fought'.

Italian propaganda boasted eight million bayonets were standing at the ready, prepared to fight wherever need be. In reality, the number was far smaller. A total of 4 million Italians served in the armed forces over the course of the entire war. This figure includes the years after 1943, when the majority of Italian fighters joined the Allied effort after the fall of Rome. Regardless of the claims of Mussolini's propaganda machine, Italy's only successful campaign, launched on her own, was against British-held Somaliland. Invasions in Greece and colonial North Africa were unsuccessful until German allies could join stalled Italian attacks and turn the tide. Lacking tr armoured might, Italy's gains during World War II were ma on the backs of her infantry divisions.

The Italian infantry division was unique for the era, maki use of a 'binary' structure. Two regiments made up a divisio rather than the usual 'triangle' or 'square' shape utilizing thr or four divisions respectively. Several infantry divisions al had two battalions of Blackshirts attached to provide political, fascist element to the regular army. Infantry divisio were well supported by artillery, although most of w World War I vintage. Barring a few exemplary vetera divisions, much of the Italian army was unteste and poorly equipped to fight a modern war.

Learning from their early experiences in Nor Africa, much of the Italian forces underwent complete re-organization. This 'AS42' organizatio embraced the concept of 'few men, many weapon and re-organized several infantry divisions into le combat units. The core company was integrated in a battle group with a higher proportion of machine and an tank guns. In theory, these AS42 infantry divisions were to b highly mechanized, though in practice that was rarely th case. These restructured units did, however, prove strengthen Italian defensive positions.

The army list and theatre selectors described in this bo

Italian troops close with the enemy

Italian troops scurry through the forests of Russia

include units that fought in the Regio Esercito up to the armistice of early September 1943 that marked the surrender of the Italian armed forces to the Allies. After that, Italian soldiery broke up into many different factions. Some would enroll with the Allies and were re-equipped with American gear; some would continue to fight alongside their German former comrades in the Repubblica Sociale, a Nazi-controlled puppet state in northern Italy; some would join the many partisan bands that roamed the countryside and the mountains of the Italian peninsula during the bitter civil war that followed Italy's capitulation; while some would just attempt to lose themselves amongst the civilian population, and probably end as slave labour in German prison camps.

Italians in *Bolt Action* present some interesting ideas. Their vehicles, while outmatched by many of their opponents, are quite capable at taking on infantry and light guns. Their infantry provide lots of flexibility and modelling opportunities, as well as interesting challenges during game play. From the elite *Motociclisti* or motorcycle troops to the untested and inexperienced infantry sections, we think the Italians will be great fun to field on the table!

MUSSOLINI'S RESCUE

One of the most spectacular and daring stories to come out of World War II was the Gran Sasso raid, or Operation *Oak*. In 1943, when the Allies landed in Sicily, the Italian government voted to oust Mussolini, and shortly thereafter he was arrested on orders of the king. Otto Skorzeny, a German special operations soldier famed for his use of American disguises during the Battle of the Bulge, intercepted a radio message, and determined that Mussolini was being held at Campo Imperatore, an Alpine ski resort. Shortly thereafter, a high-risk aerial assault rescue mission was hatched, and nine gliders loaded with troops from the 2nd Fallschirmjäger Division took off.

The raiders crash-landed their gliders and overwhelmed the hotel without a shot being fired. When Skorzeny greeted Il Duce with the words 'The Führer has sent me to set you free', Mussolini responded, 'I knew that my friend would not forsake me!' Skorzeny then flew both of them in a tiny Storch (which was barely flyable thanks to Il Duce's added weight) to safety, where Mussolini was given a hero's welcome.

Although the raid went off without a hitch, this could make for an exciting *Bolt Action* 'what if' scenario. A fairly simple modification of 'Top Secret' featuring an elite Fallschirmjäger platoon against some regular and inexperienced Italians could be great fun!

ARMY LIST

This is the official *Bolt Action* Army List for the forces of the kingdom of Italy. Players can pick an army in either of two ways.

- Use the Reinforced Platoon selector from the *Bolt Action* rulebook in conjunction with the Army List in this book. To save referencing the rulebook, the generic Reinforced Platoon selector is repeated below.
- Instead of using the generic Reinforced Platoon selector, use any one of the theatre selectors on page 29-35 in conjunction with the Army List given in this book.

Either method is perfectly acceptable depending on what kind of game you wish to play. The first method uses the generic selector and is more flexible and therefore ideal for pick-up games against any opponent, as it allows for a wider variety of different kinds of troops and equipment. The second method, using the theatre selectors, is more historically representative and therefore better suited for games where a historical portrayal is envisaged. We imagine that players will, on the whole, prefer to fight battles within a specific historical context, in which case simply use the appropriate theatre selector to choose your army.

REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads

plus:

0–3 Infantry squads
0–1 Captain or Major
0–1 Medic
0–1 Forward Observer (either Artillery or Air)
0–1 Machine gun team
0–1 Mortar team
0–1 Sniper team
0–1 Anti-tank team
0–1 Field Artillery, Anti-aircraft or Anti-tank gun
0–1 Armoured Car
0–1 Tank or Tank Destroyer
0–1 Transport vehicles or tow (soft-skins or armoured
infantry and artillery unit in the Reinforced Platoon

'Avanti Savoia!' Italian troops charge the enemy.

THE ITALIAN A.S.42 DIVISIONAL ORGANIZATION

The Italian infantry division was unique in Europe for its 'binary' formation (that is, the core of the division was comprised of two regiments rather than the more standard three). However, the unique challenges faced by the Italian forces in North Africa (Africa settentrionale) led to a re-organization in 1942. These new divisions (referred to as A.S.42 divisions) were comprised of two infantry regiments, an artillery regiment, an engineer battalion, and other support sections.

They differed from standard infantry divisions at the company level, whereby the companies were greatly expanded and included high concentrations of firepower. Several machine guns and anti-tank guns were integrated into each platoon, operating largely on the 'few men, many weapons' doctrine. On paper these divisions were to be entirely mechanized. In practice, of course, they never came anywhere near that capability, and suffered like the rest of the Italian army from generally poor mobility.

ARMY SPECIAL RULES

'AVANTI SAVOIA!'

The morale of Italian troops was often subject to very radical and very quick changes, both for good and for ill.

At the beginning of each game turn, subtract the number of units lost by the Italian army from the number of units lost by the enemy (keep track of the Order die lost by both sides). If the number is -3 or worse (i.e. the Italians are losing three units more than the opposition), all friendly Italian units have their basic Morale reduced by 2. If the number is +3 or better (i.e. the battle is going really well for the Italians), all friendly Italian units have their basic Morale increased by 2.

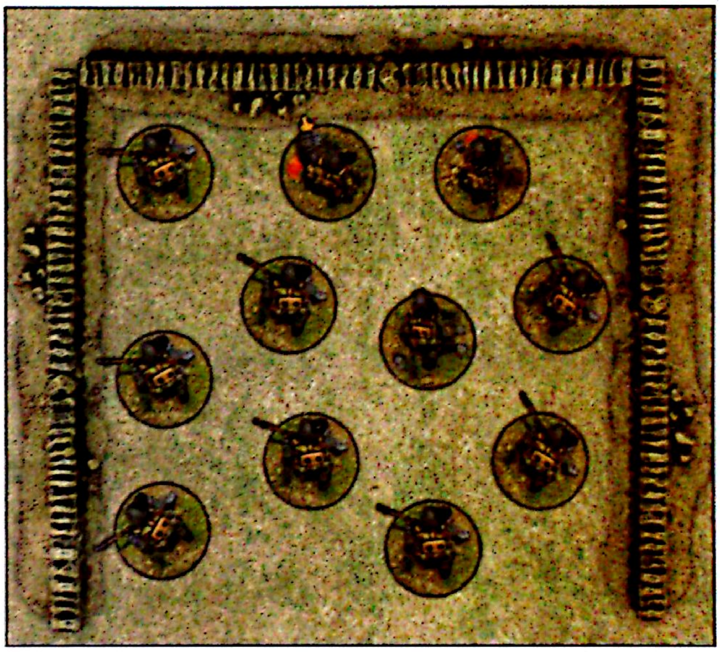
DEFENSIVE STRATEGY

Italian strategic thinking and the very organization of its army was geared to a fairly static and defensive approach to warfare.

In scenarios with an attacker and a defender, first roll as normal to determine which side is going to be the defender. If the Italian player is not the defender, you must re-roll that dice – the second result stands. Note that in an Italian versus Italian battle neither player gets to re-roll.

If the Italian army is the defender (including against Italian attackers), it gets the following advantages:

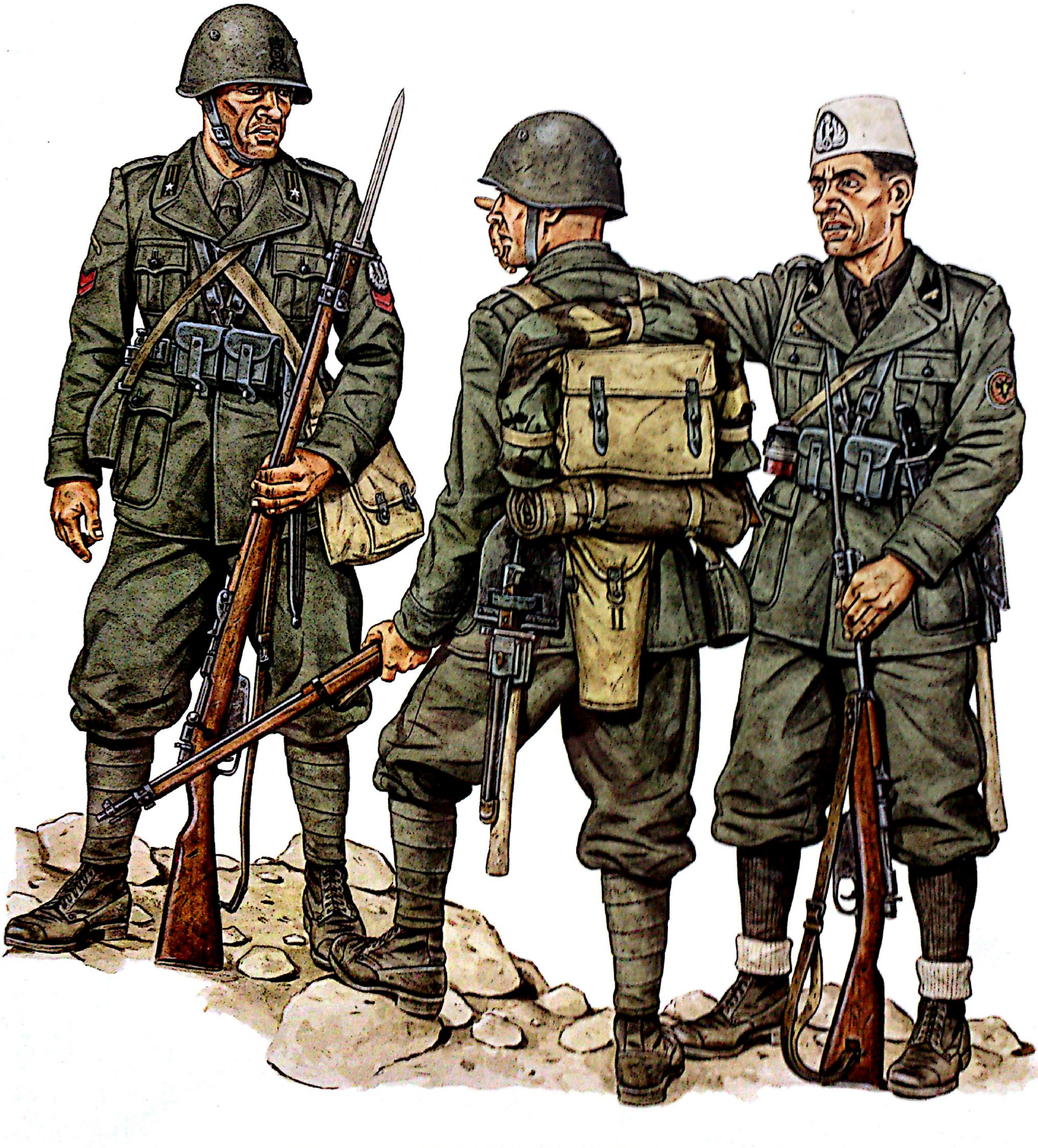
- During the first turn of the game, the enemy cannot order his units to Run as they cautiously probe the terrain in front of the Italian line for minefields and make their way across the barbed wire.
- The player can re-roll the die on the Artillery Barrage and Smoke Barrage chart – the Italian artillery is already ranged in on no-man's land.
- During set-up, any Italian unit starting the game Hidden (as described on p.117 of the *Bolt Action* rulebook) may start the game already in Ambush. If you decide to do so, place one of your Order Dice already in place next to them, as if you had ordered them to Ambush.
- After determining table edges, but before either side deploys any unit, roll a D3 – the result is the number of emplacements available to the player. Each emplacement is made of three linear obstacles up to 6in. long and 1in. tall, representing hard cover like sandbags, a section of low wall or earthwork, which are always placed as shown in the picture below. These are placed by the player so that they are all completely within 12in. of his table edge.



TYPES OF UNIT

The list is divided into categories as follows:

1 Infantry	Headquarters units Infantry sections and teams
2 Artillery	Field artillery Anti-tank guns Anti-aircraft guns
3 Vehicles	Tanks Self-propelled guns Anti-aircraft vehicles Armoured cars and recce vehicles Transports and tows



Italian troops in Greece, 1940–41 (L–R): Caporale, 31st Inf Regt, 'Siena' Inf Div; Soldato, 77th Inf Regt, 'Lupi di Toscana' Inf Div; Camicia nera (Blackshirt), 1st Albanian Legion MVSN, by Stephen Andrew © Osprey Publishing Ltd. Taken from Men-at-Arms 340: The Italian Army 1940–45 (1).

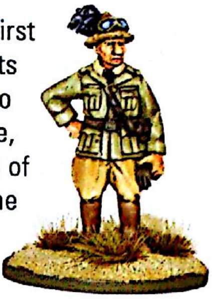
INFANTRY

HEADQUARTERS UNITS

Italian platoons are organized much like those of other nations, centring upon a command element and two or more squads. Italian officers were a mixed bag, with some enthusiastically serving in the Royal Italian Army, and others reluctant to fight for seemingly worthless territories far from home. Still, the responsibility of accomplishing their mission and looking after their men fell on these officers' shoulders, with most rising to the challenge.

OFFICER

Platoons were typically commanded by a first or second *Tenente* (Lieutenant). Lieutenants in the Royal Italian Army were committed to restoring Italy to international prominence, despite being unprepared for the realities of a modern war. An officer unit consists of the officer himself and can include up to two other men acting as his immediate attendants. Officers can be rated as Inexperienced, Regular, or Veteran.



Cost: Second Lieutenant 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
First Lieutenant 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Captain 95pts (Inexperienced), 110pts (Regular), 125pts (Veteran)
Major 135pts (Inexperienced), 150pts (Regular), 165pts (Veteran)
Team: 1 officer and up to 2 further men
Weapons: Pistol, sub-machine gun, or rifle as depicted on the models
Options:
The officer may be accompanied by up to 2 men at a cost of +7pts per man (Inexperienced), +10pts per man (Regular), or +13pts per man (Veteran)

MEDIC

Soldiers trained to assist their wounded comrades served in every modern army during World War II, and the frontline medical professionals of the Regio Esercito were no different. Although medics were not officially armed combatants, the circumstances of battle sometimes called for medics to arm themselves, thereby excluding them from the limited protection offered under various articles of the Geneva Conventions.

Cost: 30pts (Veteran)
Team: 1 medic and up to 2 further men
Weapons: Pistol or none as depicted on the model
Options:

- The medic may be accompanied by up to 2 men at a cost of +13pts per man (Veteran)

FORWARD OBSERVER

Whether it is an artillery battery miles away from the battlefield, a naval gunship out to sea, or a ground attack aircraft high above the fighting, such weapons systems would be much less effective without the services of well trained forward observers. Each infantry division was assigned its own artillery support assets in the Regio Esercito, and although many of the artillery pieces and aircraft were outdated, they were nonetheless quite lethal under the right circumstances. Given the firepower these forward observers could bring to bear on their targets, their neutralization was a high priority to opposing commanders.

Cost: Artillery Forward Observer 100pts (Regular), 115pts (Veteran)
Air Force Forward Observer 75pts (Regular), 90pts (Veteran)
Team: 1 Forward Observer and up to 2 further men
Weapons: Pistol, sub-machine gun, or rifle as depicted on the models
Options:

- The observer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

New orders come in from HQ

INFANTRY SECTIONS AND TEAMS

REGULAR INFANTRY SECTION

Mussolini famously boasted that the Italian army had eight million bayonets standing at the ready. In actuality, the standing Italian army was far smaller than that, with huge numbers of troops conscripted into a war they neither believed in nor understood. The fighting ability of units of the Italian army varied greatly, with much of the rank and file lacking proper equipment, transport and even motivation. Still, there were several key battles in North Africa and the Eastern Front where they performed well. The standard rifle was the Carcano Model 1891 as used in World War I. With a relatively small calibre of 6.5mm, this weapon had less stopping power than British or German rifles, and for this reason some weapons were re-chambered to take 7.35mm ammunition, adding somewhat to the problems of munitions supply. The excellent 9mm Beretta M38 was the standard sub-machine gun. The Italian light machine gun – the Breda Model 1930 – suffered from slow rate of fire, the same small calibre ammunition as the squad's rifles, and a mechanism prone to jamming and breakage. Hand grenades were also less effective than those used by the Germans and British – these small explosive grenades were painted red and called 'red devils' by the British. An incendiary type of anti-tank grenade was developed – the OTO model 1942 – as well as the explosive Type L with a charge of TNT. Before these became available, improvised anti-tank grenades were made by means of attaching a larger explosive charge to a regular grenade – these were called Passaglia bombs.

Cost: Regular infantry 50pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:

- Add up to 6 additional soldiers at +10pts each
- The NCO may have a sub-machine gun for +3pts
- One soldier may have a light machine gun for +20pts – another soldier becomes the loader
- The entire section can be given anti-tank grenades for +2pts per man

Special Rules:

- Tank Hunters (if anti-tank grenades taken)

INEXPERIENCED INFANTRY SECTION

Unfortunately, much of the Italian army was comprised of poorly trained and equipped infantry that were not quite as keen as Mussolini to reclaim the Roman Empire. Inexperienced troops would be more likely to be equipped with older or obsolete weapons, such as the Mannlicher rifle or even the antique Vetterli-Vitali used for training.

Cost: Inexperienced infantry 35pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:

- Add up to 6 additional soldiers at +7pts each
- The NCO may have a sub-machine gun for +3 pts
- One soldier may have a light machine gun for +20 pts – another soldier becomes the loader
- Inexperienced infantry can be Green at no extra points cost
- Inexperienced infantry can be Shirkers for a reduction of 3pts per man

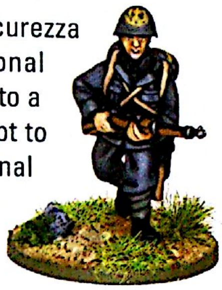
Special Rules:

- Green or Shirkers if either option is chosen

Italian Army light machine gun team

Italian Army section

CAMICIE NERE (BLACKSHIRTS) MILITIA INFANTRY SECTION



The MVSN or Milizia Volontaria per la Sicurezza Nazionale (Voluntary Militia for National Security) was made by the Fascist Party into a paramilitary organization similar in concept to the German SS. The rank and organizational terminology used by the MVSN was very close to that of ancient Rome, with legions, centuries, cohorts, maniples and so on. Mostly concerned with territorial security and counter-partisan activities, in war-time the Camicie Nere were organized into 'assault legions' that were fielded alongside regular army infantry divisions to reinforce them and as a way to 'politicize' the Regio Esercito. The quality of these militia units varied immensely, ranging from barely trained village bullies to veterans of the Spanish Civil War and highly motivated 'Giovani Fascisti' (young fascists) – in gaming terms, we have chosen to rate them on average as Regular infantry but with a varied morale, as represented by the Non Testati special rule.

Cost: Regular infantry 50pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:
- Add up to 6 additional soldiers at +10pts each
- The NCO may have a sub-machine gun for +3pts
- One soldier may have a light machine gun for +20pts – another soldier becomes the loader
- The entire section can be given anti-tank grenades for +2pts per man

Special Rules:
- Tank Hunters (if anti-tank grenades taken)
- Non Testati: The 'Legionaries' were often *non testati* (untested) and often only summarily trained, but some elements had a very strong ideological motivation and some combat experience. While this often meant a unit quickly lost its nerve before a foe, it frequently meant the unit fought on stubbornly. To represent this, immediately before the opponent rolls to hit in shooting or for casualties in close combat versus a Camicie Nere section, its controller rolls a D6. On a result of 1-2, the section loses its will to fight and gains Shirkers. On a 3-4, the section remains the same. On a 5-6, the section is filled with patriotic bravery and gains Fanatics. Apply the ability before resolving the shooting or close combat

BERSAGLIERI INFANTRY SECTION

The Bersaglieri were an elite, mobile infantry force in the Regio Esercito known for the black feathers adorning their combat helmets. Every soldier in the ranks of the Bersaglieri endured intense training and was required to be a qualified marksman. Rommel once remarked, 'The German soldier impressed the world; the Bersaglieri impressed the German soldier.' Operating on the 'few men, many weapons' ideology, the Bersaglieri received some of the best equipment available in the army.

Cost: Veteran infantry 65pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:
- Add up to 6 additional soldiers at +13pts each
- The NCO may have a sub-machine gun for +3pts
- Up to two men can have a light machine gun for +20pts each – another man becomes a loader for each machine gun purchased
- The entire section can be given anti-tank grenades for +2pts per man
- The entire section may be mounted on motorcycles for +5pts per model

Special Rules:
- Tank Hunters (if anti-tank grenades taken)
- Motorbikes: a mounted section uses the motorbikes rules (see rulebook)

ALPINI INFANTRY SECTION

The Alpini mountain infantry were drawn mostly from the regions neighbouring the Alps and were well trained in field craft and in combat and survival techniques in broken terrain and wintery conditions. This training and skills made them an excellent choice for operations in the Balkans and on the Eastern Front.

Cost: Veteran infantry 65pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:
- Add up to 6 additional soldiers at +13pts each
- The NCO may have a sub-machine gun for +3pts
- One man can have a light machine gun for +20pts – another man becomes the loader
- The entire section can be given anti-tank grenades for +2pts per man
- The entire section may have skis for +1pt per model

Special Rules:
- Tank Hunters (if anti-tank grenades taken)
- Skis (if option is taken): ski troops ignore movement penalties for snow and other winter conditions

On Mussolini'a orders, Italian forces sweep into Eritrea

SAN MARCO (MARINES) INFANTRY SECTION

The San Marco regiment was a unit of the Italian Navy that grouped several battalions of marines and other minor units that specialized in supporting amphibious assaults (artillery, engineers, and even a platoon of paratroopers/swimmers). The marines of the San Marco underwent a very hard selection and training process, which made them some of the best soldiers in the Italian armed forces. They saw action all around the Mediterranean, but especially in North Africa, where they distinguished themselves in the defence of Tobruk.

Cost: Veteran infantry 70pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:

- Add up to 4 additional soldiers at +14pts each
- The NCO can have a pistol instead of rifle for -3pts, or the NCO can have a sub-machine gun instead of rifle for +3pts
- One man can have a light machine gun for +20pts – another man becomes the loader
- The entire section can be given anti-tank grenades for +2pts per man

Special Rules:

- Tank Hunters (if anti-tank grenades taken)
- Behind enemy lines. When Outflanking as described on p.119 of the *Bolt Action* rulebook, units of San Marco marines ignore the –1 modifier to the Order test for coming onto the table

CAVALRY SECTION

After the harsh lessons learnt in World War I, there were not many units of cavalry left in the Regio Esercito, but the few that remained, like the Savoia Cavalleria regiment, were highly trained and motivated troops. Deployed on the Eastern Front, the 700 horsemen of the Savoia Cavalleria successfully counter-attacked at Isbuschenskij against three advancing battalions of the 812th Siberian Infantry Regiment, in what was to be the very last cavalry sabre charge of the Italian army in a field battle.

Cost: Veteran infantry 75pts
Composition: 1 NCO and 4 men mounted on horses
Weapons: Cavalry carbines
Options:

- Add up to 5 men at +15pts each
- One soldier may have a light machine gun for +20pts – another soldier becomes the loader

Special Rules:

- Cavalry carbines: these short-barrelled rifles count as pistols when used on horseback and rifles when used on foot

COLONIAL TROOPS INFANTRY SECTION

The Regio Corpo Truppe Coloniali (Royal Colonial Troops Corps) included different types of trained militia and security forces drawn from the local population of the Italian colonies of Libya (Meharisti, Savari, Spahis), Somalia (Dubats, Zaptiè), Eritrea (Ascari) and Ethiopia (Bande Amhara). Armed with rifles and often with ancestral weapons that made them fearsome close-quarter fighters, these squads were often led by Italian NCOs and in many cases operated as light cavalry in recon roles.

Cost: Inexperienced infantry 40pts
Composition: 1 NCO and 4 men
Weapons: Rifles

Options:

- Add up to 6 additional soldiers at +8pts each
- One soldier may have a light machine gun for +20pts – another soldier becomes the loader
- The entire squad may be mounted upon horses for +2pts per man

Special Rules:

- Tough Fighters
- Cavalry, if option is chosen

MACHINE GUN TEAM

Italians used a variety of weapons from various manufacturers, but all tended towards over-complex designs and unreliability. The most successful and most commonly used machine gun was the Breda M37 8mm air-cooled weapon, captured examples of which were used by the British SAS.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team: 3 men – firer and two loaders
Weapon: 1 MMG
Special Rules:

- Team weapon
- Fixed

Italian Army medium machine gun team

SNIPER TEAM

The Italian army had no specialist sniper rifle, and the relatively light-weight Carcano Model 1891 with its small calibre bullet was not ideally suited to the role. Indeed, the Finnish army, which was supplied with a number of the weapons, relegated them to second line formations for just this reason. However, in the hands of a skilled marksman and fitted with a telescopic sight the weapon would prove deadly enough.

Cost: 50pts (Regular), 65pts (Veteran)
Team: 2 men
Weapons: Rifle
Special Rules:

- Team weapon
- Sniper

SOLOTHURN 20MM ANTI-TANK RIFLE

The Solothurn anti-tank rifle was a cross between a true anti-tank rifle and a light anti-tank gun. Featuring a light wheeled carriage and a magazine-feed, the Solothurn could achieve a rate of fire of up to 20 rounds per minute. Although the Solothurn, like most anti-tank rifles of its day, was out of date at the onset of the war, it could still be used effectively to keep pesky, light mechanized patrols at bay, or score a lucky shot on an approaching tank now and again.

Cost: 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
Team: 2 men
Weapon: 1 anti-tank rifle
Special Rules:

- Team weapon

Italian Army Solothurn anti-tank rifle

FLAMETHROWER TEAM

On paper, every Italian infantry division was to have eight assigned flamethrower teams for digging out entrenched infantry and assaulting fortifications. In practice, of course, these supplies were much more scant. Still, the Guastatori or 'assault engineers' were trained in the use of these devices, as well as bangalore tubes, mines, and other engineering tools.

Cost: 50pts (Regular), 65pts (Veteran)
Team: 2 men
Weapon: 1 flamethrower
Special Rules:

- Flamethrower
- Team weapon

LIGHT MORTAR TEAM

Designed in 1935, the Brixia 45mm mortar was relatively difficult to produce in great numbers, given the complexity and cost of manufacturing the weapon. However, the 45mm light mortar was a powerful and successful weapon in the hands of properly trained soldiers. Its rate of fire was higher than similar weapons employed by other nations, and its accuracy was also unparalleled. Unfortunately, the ammunition it used was often poorly designed or manufactured, which hamstrung the best efforts of even a highly competent crew.

Cost: 24pts (Inexperienced), 35pts (Regular), 46pts (Veteran)

Team: 2 men

Weapon: 1 light mortar

Special Rules:

- Team weapon
- Indirect fire
- HE (D3)

MEDIUM MORTAR TEAM

Like many nations involved in the conflict, the Italians employed a 81mm weapon as their primary mortar. The Mortaio da 81/14 Modello 35 was nearly identical to the 81mm mortar with which the United States equipped its soldiers. It has been said that mortars accounted for more casualties in World War II than any other single weapon type. Trained and effective Italian mortar crews certainly added to those numbers in every theatre where they operated.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)

Team: 3 men

Weapon: 1 medium mortar

Options:

- May add Spotter for +10pts

Special Rules:

- Team weapon
- Fixed
- Indirect fire
- HE (D6)

Italian soldiers rush to the cliffs and pour fire onto the American forces on the beaches below

ARTILLERY

FIELD ARTILLERY

LIGHT ARTILLERY

The 'Cannone 75/27' designation can refer to the many different models of 75mm field guns and mountain guns used by the Italians, several of which were of World War I vintage. For example, the Modello 11 was a French pre-World War I design, notable for being the first artillery piece to use the now ubiquitous split trail system. Another notable example is the Cannone da 65/17 Modello 13 – a very lightly built mountain gun that was passed on to the normal infantry division for use as an infantry gun and stop-gap anti-tank gun. Even with outdated equipment, Italian artillerymen made a name for themselves, and tended to perform very well in the heat of battle!

Cost: 50pts (Regular), 60pts (Veteran)
Team: 3 men
Weapons: 1 light howitzer
Options:

- May add Spotter for +10pts

Special Rules:

- Gun shield
- Team weapon
- Fixed
- Howitzer
- HE (D6)

Italian Army medium mortar team

MEDIUM ARTILLERY

The 100/17 Modello 14 was a Skoda-designed medium howitzer that made up the bulk of the Italians' artillery strength. As a whole, Italian artillery was a piecemeal collection from a previous era, although crewmen were well trained and made the most of the equipment they had. The bravery of the Italian artillerymen on the Eastern Front was legendary, often firing over open sights at the approaching enemy in an attempt to stem the Soviet tide. Another common type of medium gun was the Cannone da 105/32, converted from captured Austro-Hungarian 104 mm Feldkanone M15 field guns at the end of World War I.

Cost: 75pts (Regular), 90pts (Veteran)
Team: 4 men
Weapons: 1 medium howitzer
Options:

- May add Spotter for +10pts

Special Rules:

- Gun shield
- Team weapon
- Fixed
- Howitzer
- HE (2D6)

HEAVY ARTILLERY

Italy did not have large amounts of heavy artillery pieces, and many were emplaced for coastal defence or kept on the Italian mainland for home defence, which means that many did not see action unless they were requisitioned by the German occupying troops after the armistice. Examples of these heavy guns, which much like the smaller calibres were mostly from World War I or even before, are the Cannone da 149/35 A, the Cannone da 149/40 and the Cannone da 152/45.

Cost: 115pts (Regular), 138pts (Veteran)
Team: 5 men
Weapon: 1 heavy howitzer
Options:

- May add Spotter for +10pts

Special Rules:

- Gun shield
- Team weapon
- Fixed
- Howitzer
- HE (3D6)

ANTI-TANK GUNS

47/32 ELEFANTINO

The 47/32 was a licensed Austrian light artillery piece that primarily served in an anti-tank role. When firing HEAT [High Explosive Anti-Tank] rounds, the 47/32 was an effective AT platform in the earlier stages of the war. With a low silhouette (made even lower by the removal of its wheels, a common practice) and relative high mobility, the Elefantino proved itself in battle time and again. The same weapon equipped the main gun of the Italian mainstay tank, the M14/41, and the 47/32 self-propelled gun.

Cost: 36pts (Inexperienced), 45pts (Regular), 54pts (Veteran)
Crew: 3 men
Weapon: 1 light anti-tank gun
Options:
- Add a gun shield for +5 pts, to represent the German-produced 37mm anti-tank gun (PaK 36) that was used by the Italian army as the '37/45 anti-tank gun'

Special Rules:
- Team weapon
- Fixed
- Gun shield, if option is taken

75/39 ANTI-TANK GUN

The 75/39 was a German-made 75mm anti-tank gun that was produced for the Wehrmacht with the name of PaK 97/38. The gun was a stop-gap measure soon to be replaced by the much more effective PaK 40, and many of them were given by the Germans to their allies, particularly on the Eastern Front.

Cost: 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Crew: 3 men
Weapon: 1 medium anti-tank gun
Special Rules:
- Team weapon
- Fixed
- Gun shield

A MATTER OF SIZE

Italian guns were named with two numbers, as in cannone 47/32 (47/32 cannon). The first number indicated the calibre, while the second was the length of the barrel, measured in multiples of the calibre. So, the aforementioned 47/32 was a 47mm calibre gun with a barrel 47x32mm long, which is 1,504mm (approximately 1.5 metres).

ANTI-AIRCRAFT GUNS

BREDA 20MM

The Breda 20/65 Model 1935 was developed in Italy and widely used throughout the war. The weapon was diverse, capable as both an anti-aircraft weapon and a ground weapon. After Operation *Compass* ended in early 1941, the British captured large numbers of Breda 20mms and put them to use throughout their armed forces, including the famed LRDG (Long Range Desert Group). They provided the main armament on numerous Italian vehicles, including many of their Autosahariana trucks, AB41 armoured cars, and several others.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Team: 3 men
Weapon: 1 light automatic cannon
Special Rules:
- Team weapon
- Fixed
- Flak

75/46 DUAL-PURPOSE AA GUN

A very reliable and powerful anti-aircraft gun, the 75/46's high velocity shells made it a very good choice for anti-tank use. Many 75/46s were captured by the Germans after the armistice and put to use alongside the dreaded '88'.

Cost: 88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Crew: 4 men
Weapon: 1 heavy anti-tank gun
Special Rules:
- Team weapon
- Fixed
- Flak

90/53 DUAL-PURPOSE AA GUN

This 90mm calibre anti-aircraft gun was very similar to the German 8.8cm FlaK 36, and as with the German gun it also proved effective in the anti-tank role. Designed by Ansaldo in 1939, the guns were very well received, but Italian Industry could not meet the demand and very few were available. Some were mounted onto the Semovente 90/53. This entry can also be used for German 8.8cm FlaK 36 guns in use by the Italian army.

Cost: 112pts (Inexperienced), 140pts (Regular), 168pts (Veteran)
Crew: 5 men
Weapon: 1 super heavy anti-tank gun
Special Rules:
- Team weapon
- Fixed
- Flak

VEHICLES

TANKS

The name of Italian tanks normally consisted of a code made of a letter and two numbers (for example M14/41). The letter was either L for 'leggero' (light), M for 'medio' (medium), or P for 'pesante' (heavy). The first number was an approximate indication of the weight in tonnes and the second number was the year it came into active service. So an M14/41, to continue the example, was a Medium tank, weighing around 14 tons, which entered service in 1941.Other vehicles were often named after their main gun; for example the Semovente 47/32 was roughly the equivalent of 'Self-propelled 47/32 gun'.

FIAT 3000 (L5 SERIES)

Based on the design of the Renault FT-17 tank, the FIAT 3000A (or L5/21) was first developed just after the end of World War I. It was soon upgraded to the 3000B model (or L5/30), which had a better engine and replaced the machine guns with a single 37mm gun. Despite being completely obsolete before the start of the war, it saw action in the Balkans and East Africa, as well as during the defence of mainland Italy. Principal service: 1921–43. Numbers manufactured: 152.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Weapons: Two turret-mounted MMGs
Damage Value: 7+ (tankette)
Options:

- May replace both MMGs with a light anti-tank gun for +30pts

Special Rules:

- 1-man turret. It is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned
- Slow

L3/33 AND L3/35 TANKETTE

Developed based on the British Carden Loyd tankette design, Italy's L3 tankettes were the most numerous armoured fighting vehicles of the Italian war effort. At the war's onset, the majority of Italy's tank formations were equipped with L3s, and even early on the little L3 was outclassed by nearly every other armoured fighting vehicle it would square up against. The vehicle went through many modifications and adaptations over the years, and the L3/35 variant was notably upgraded to carry two 8mm machine guns instead of the single 6.5mm machine gun of the L3/33. Some L3s were refit to carry several different types of weapons, from a flamethrower to a heavy machine gun or a Solothurn anti-tank rifle. Principal service: 1933–43. Numbers manufactured: 2,000–2,500.

An M13/40 medium tank crests a ridge in the Italian foothills

Cost: 48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)
Weapons: 1 forward-facing hull-mounted MMG
Damage Value: 7+ (tankette)
Options:

- L3/35 variants – may replace the single MMG with one of the following (all forward-facing, hull-mounted): two MMGs for +10pts, an anti-tank rifle for +5pts, an HMG for +10pts, a flamethrower with co-axial MMG for +35pts

Special Rules:

- Slow, when upgraded with a flamethrower (as the extra fuel weighed the vehicle down considerably). Also remember that flamethrowing vehicles are more vulnerable to enemy fire; see p.51 of the rulebook

M11/39 MEDIUM TANK

Although envisioned as a breakthrough tank, the M11/39's career was cut short with the introduction of the M13/40, which was built on the same chassis. The M11/39 sported a hull-mounted 37mm weapon designed to engage hard targets, and a turret-mounted, twin-machine gun designed to protect the tank from infantry assault. By the time the M11/39 saw any substantial combat against the British, the model made little impact, as the much heavier Matilda tanks simply struck them aside. Their use as static defences was ill-suited to the tank's design. Principal service: 1939–43. Numbers manufactured: 96.

Cost: 104pts (Inexperienced), 130pts (Regular), 156pts (Veteran)
Weapons: 1 forward-facing hull-mounted light anti-tank gun and 2 turret-mounted MMGs
Damage Value: 8+ (light tank)
Options:

- Add an additional turret-mounted pintle-mounted MMG for +15pts

Special Rules:

- Vulnerable: because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier (i.e. in total, +2 for side hits and +3 for rear hits)

M13/40 medium tank

M13/40 AND M14/41 MEDIUM TANK

The FIAT M14/41 was an upgraded version of the M13/40, and together comprised the bulk of Italy's combat effectiveness in its armoured divisions. The tank was comparable in terms of size and armour to many other light tanks of the early war period, and was easily capable of facing British light and cruiser tanks, though not the heavier infantry tanks. Its 47mm main gun was superior to the British 2-pdr, but easily outmatched with the introduction of heavier tank guns such as the 6-pdr and US 75mm. The 47mm calibre gun's HE round did prove highly effective against infantry and towed guns, however. The Italian armoured divisions were the closest units the Italians had to a modernized force, and earned several resounding successes in the earlier stages of the war in North Africa. Principal service: 1940–43. Numbers manufactured: 779 (M13/40), 800 (M14/41).

Cost: 108pts (Inexperienced), 135pts (Regular), 162pts (Veteran)
Weapons: 1 turret-mounted light anti-tank gun with co-axial MMG and 2 hull-mounted MMGs
Damage Value: 8+ (light tank)
Options:

- Add an additional turret-mounted pintle-mounted MMG for +15pts
- Downgrade the tank to an M13/40 for -10pts, making the tank Slow

Special Rules:

- Vulnerable: because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier (i.e. in total, +2 for side hits and +3 for rear hits)
- Slow (if downgraded to an M13/40)

M15/42 MEDIUM TANK

The FIAT M15/42 was the last of the 'medium tanks' produced by FIAT before the Italian surrender. Very few were made and they saw action only against the German occupying troops before being requisitioned by the Germans for use in the defence of northern Italy. They were equipped with an improved version of the 47mm anti-tank gun together with two co-axial machine guns in the turret and a further two in the hull. Principal service: 1942–45. Numbers manufactured: 118.

Cost: 116pts (Inexperienced), 145pts (Regular), 174pts (Veteran)
Weapons: 1 turret-mounted light anti-tank gun with 2 co-axial MMGs and 2 hull-mounted MMGs
Damage Value: 8+ (light tank)
Options:

- Add an additional turret-mounted pintle-mounted MMG for +15pts

CAPTURED RENAULT R35

The Renault R35 was a light two-man tank designed in the 1930s and built from 1936 onwards. It was the most numerous

Italian R35 light tank

modern tank in the French army, with over 1500 made. Around 100 were captured by the Italians after the French surrender and used throughout the war.

Cost: 96pts (Inexperienced), 120pts (Regular), 144pts (Veteran)
Weapons: 1 turret-mounted low-velocity light anti-tank gun and 1 forward-facing hull MMG
Damage Value: 8+ (light tank)
Options:

- Upgrade the low-velocity light anti-tank gun to a light anti-tank gun (SA 38) to represent R40 or uprated R35 – +10pts

Special Rules:

- 1-man turret: combining the roles of commander, gunner and loader in together and squeezing the man responsible into a tiny 1-man turret means it is hard to do different things at once! To represent this it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned
- Armoured all round: the R35 was almost as heavily armoured at the sides and rear as at the front, so no modifiers apply for penetration when shooting at the sides, rear or from above. All shots count the full armour value
- Low velocity light anti-tank gun: the R35's puny weapon counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4
- Slow

SELF-PROPELLED GUNS

100/17 ON LANCIA 3RO

In an attempt to mobilize the Italian artillery on the North African front, some of the very heavy Lancia 3Ro trucks were converted to carry Skoda 100/17 howitzers and saw action against the Eighth Army. Principal service: 1941–42. Numbers manufactured: around 20.

Cost: 68pts (Inexperienced), 85pts (Regular), 102 (Veteran)
Weapons: 1 forward-facing or rear-facing medium howitzer
Damage Value: 6+ (soft skin)
Options:

- Add an additional forward-facing pintle-mounted MMG for +15pts

SEMOVENTE 47/32

Built on the chassis developed for the L6/40, the Semovente 47/32 was an easy-to-produce tank hunter built as a stopgap measure to combat enemy armour. Mounting the excellent Elefentino anti-tank gun in an open-topped chassis gave the Italian forces some much-needed mobility in their anti-tank assets. The tank hunter initially fared well in the western desert, but lack of an armoured crew compartment became a glaring drawback in the system's design. The Semovente 47/32 served from 1942 all the way through to 1945, finding use in the German army after the Italian capitulation. Principal service: 1942–43. Numbers manufactured: around 300.

Cost: 68pts (Inexperienced), 85pts (Regular), 102pts (Veteran)
Weapons: 1 forward-facing hull-mounted light anti-tank gun
Damage Value: 7+ (tankette)
Options:

- May have a forward-facing pintle-mounted MMG for +15pts
- May be upgraded to Command tank for –15pts, replacing the anti-tank gun with a MMG

Special Rules:

- Vulnerable: because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier (i.e. in total, +2 for side hits and +3 for rear hits)
- Open-topped
- Command vehicle, if option is taken

SEMOVENTE 75/18

After witnessing the success of the German StuG in Europe, the Italians decided a tank of comparable design was needed. By 1942, the Semovente 75/18 was fighting for the Italians in North Africa, where it would distinguish itself as one of the nation's best tank designs. The 75/18 had a relatively modern gun, thicker front armour than any of the M-series tanks, and it proved quite successful in service, capable of destroying all but the heaviest Allied armoured vehicles. The Semovente 75/18 was present in nearly every major engagement the Italians took part in, and continued service as a captured tank in the German army after the fall of the Regio Esercito. Principal service: 1942–43. Numbers manufactured: 765.

Cost: 136pts (Inexperienced), 170pts (Regular), 204pts (Veteran)
Weapons: 1 forward-facing hull-mounted medium anti-tank gun
Damage Value: 9+ (medium tank)

Options:

- Add an additional forward-facing pintle-mounted MMG for +15pts

Special Rules:

- Vulnerable: because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier (i.e. in total, +2 for side hits and +3 for rear hits)
- HE: Instead of causing D2 HE hits, an HE shell causes D6 hits (75mm gun tanks)

SEMOVENTE 105/25

Arguably the best armoured vehicle produced by Italy during the war, the Semovente 105/25 'Bassotto' (dachshund) was armed with a formidable 105mm anti-tank gun mounted on the chassis of a Fiat M15/42 tank. Its low profile and powerful weapon made it an excellent tank destroyer, but only 30 were produced before the Italian surrender. The Germans occupied the factories and continued its production for their own use. Principal service: 1943–45. Numbers manufactured: 30 (for the Italian army) and then 60 (for the German army).

Cost: 240pts (Inexperienced), 300pts (Regular)
Weapons: 1 forward-facing hull-mounted super heavy anti-tank gun
Damage Value: 9+ (medium tank)
Options:

- Add an additional forward-facing pintle-mounted MMG for +15pts

SEMOVENTE 90/53

Only seeing combat in the latter stages of the Italian involvement in the war, the Semovente 90/53 was a monster to behold. Initially designed to combat the heavier Soviet tanks on the Eastern Front, the Semovente 90/53 mounted the powerful 90mm anti-tank gun, which was comparable to the German '88' in destructive power. Though the tank hunter never actually saw service on the Eastern Front, it surprised the Allies in Sicily in 1943. Suffering from the same drawbacks as many other light tank hunters (namely, lack of an armoured crew compartment), the few Semovente 90s developed were adopted by the German army after the fall of Italy. Principal service: 1942–43. Numbers manufactured: 30.

Cost: 180pts (Inexperienced), 225pts (Regular)
Weapons: 1 forward-facing hull-mounted super heavy anti-tank gun
Damage Value: 7+ (tankette)
Special Rules:

- Vulnerable: because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier (i.e. in total, +2 for side hits and +3 for rear hits)
- Open-topped

ANTI-AIRCRAFT VEHICLES

AA TRUCKS

Several trucks were converted to carry anti-aircraft weapons mounted on rotating platforms. These weapons ranged from the light Breda 20mm to the powerful 90mm anti-aircraft gun, which was often used in an anti-tank role. This heavy gun was mounted on the suitably large autocarro pesante unificato Lancia 3Ro, but even so, it required the truck to be supported by stabilizer jacks before firing. Principal service: 1938–43. Numbers manufactured: around 120 with the 90mm, unknown with the 20mm.

Cost: 40pts (Inexperienced), 50pts (Regular), 60 (Veteran)
Weapons: 1 light automatic cannon with 360° arc of fire
Damage Value: 6+ (soft skin)
Options:

- Replace the light automatic cannon with a super heavy anti-tank gun and stabilizer jacks for +150pts

Special Rules:

- Flak
- Stabilizer jacks (if option is taken). The vehicle may not fire if given an Advance order

ARMOURED CARS AND RECCE VEHICLES

AUTOBLINDA 41 (AB41)

Italy's AB41 was the most-produced armoured car of the Italian armed forces. Production began in 1940, and the Autoblinda 41 served in several theatres, most notably in Africa, given its environmental adaptability – crews could quickly change wheel configurations to fit many surfaces, even rails. Like some German armoured cars of the day, the AB41 also featured two driving positions, allowing the vehicle to travel effectively in either direction. A previous machine-gun armed model, the AB40, was manufactured in small

Autoblinda AB41

numbers before production was switched to the AB41. Principal service: 1941–43. Numbers manufactured: 550.

Cost: 84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)
Weapons: 1 turret-mounted light automatic cannon with co-axial MMG and 1 rear facing hull-mounted MMG
Damage Value: 7+ (armoured car)
Options:
- Add a turret-mounted pintle-mounted MMG for +15pts
- Replace the turret-mounted automatic cannon and co-axial MMG with 2 MMGs for –15pts (representing the older AB40 model)

Special Rules:
- Recce (dual direction steering)

SAHARIANA

More properly named the 'SPA-Viberti AS-42 Camionetta Sahariana', this scout car (and the later AS-43 version) was based on the same chassis as the AB41 armoured car, including the dual direction steering. With its great flexibility, excellent performance and multiple weapon options, the Sahariana was regarded by both sides as the best vehicle in its role. Not many were manufactured, however, because it was extremely expensive to produce and maintain. Initially deployed to counter the activity of the British LRDG and SAS, after the end of the war in Africa more units of Saharianas were used in mainland Italy. Principal service: 1942–43. Numbers manufactured: around 100.

Cost: 30pts (Veteran)
Weapons: See below
Damage Value: 6+ (soft skin)
Options:
- Add a forward-facing pintle-mounted MMG for +15pts
- Add a rear-facing pintle-mounted MMG for +15pts
- Add one of the following weapons with a 360° arc of fire: a pintle-mounted MMG for 15pts, an anti-tank rifle for +15pts, a light automatic cannon for +35pts or a light anti-tank gun for +50pts

Special Rules:
- Recce (dual direction steering)
- Flak (only for the pintle-mounted MMGs and for the light automatic cannon)

AUTOBLINDA LINCE

Lightly armed and armoured, the Lince (Lynx) served as a reconnaissance vehicle for the Italian forces of World War II. A nearly identical copy of the British Dingo, the Lince was armed with a ball-mounted 8mm Breda M38 machine gun, but was protected by roughly half the armour of the Dingo at its thickest point.This is represented by the open-topped rule, even if the vehicle had armoured hatches to enclose the crew compartment. Principal service: 1943. Numbers manufactured: 250.

Autoblinda Lince

Cost: 52pts (Inexperienced), 65pts (Regular), 78pts (Veteran)
Weapons: 1 forward-facing MMG
Damage Value: 7+ (armoured car)
Special Rules:
- Recce
- Open-topped

L6/40

The FIAT L6/40 was the final light tank design in widespread use by the Italian army. By the time the first L6/40 rolled off the assembly line, it was already obsolete and so was used as a battle tank only in the most desperate circumstances. The tank's small size and low silhouette, however, made it ideal for reconnaissance duty. It saw service in Africa, Sicily, Italy, and the Eastern Front. Armed with a 20mm Breda, the L6/40 could lay down an impressive rate of fire, but lacked the punch seriously to threaten enemy armour. Principal service: 1940–44. Numbers manufactured: 283.

Cost: 76pts (Inexperienced), 95pts (Regular), 114pts (Veteran)
Weapons: 1 turret-mounted light automatic cannon with co-axial MMG
Damage Value: 8+ (light tank)
Options:
- May replace the automatic cannon with a flamethrower for +10pts
- Alternatively, it may be upgraded to Command tank for +20pts

Special Rules:
- Recce
- Vulnerable: because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier (i.e. in total, +2 for side hits and +3 for rear hits)
- 1-man turret: it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned
- If flamethrower option is taken, the vehicle loses the Recce rule. Also remember that flame-throwing vehicles are more vulnerable to enemy fire; see p.51 of the rulebook
- Command vehicle and Open-topped if the Command tank option is taken

TRANSPORTS AND TOWS

FIAT 508 CM

The FIAT 508 CM was the military version of the civilian 508 C, also known as the FIAT 1,100. Rugged and reliable, it was used extensively by the Reggio Esercito in multiple roles, from staff car to off-road recon vehicle. Principal service: 1938–43. Numbers manufactured: 6,000.

Cost: 18pts (Inexperienced), 23pts (Regular), 28pts (Veteran)
Weapons: None
Damage Value: 6+ (soft skin)
Transport: 4 men

TRUCKS

Italy used a variety of trucks during the war, mostly produced by FIAT-SPA and Lancia. One of the most numerous trucks was the Dovunque 35, a well-designed vehicle fitting the needs of the Reggio Esercito. Its cab-over-motor design and overall vehicle dimensions meant that it was quite capable off-road and in mountainous conditions. Principal service: 1940–43. Numbers manufactured: unknown, but in the order of tens of thousands.

Cost: 31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)
Weapons: None
Damage Value: 6+ (soft skin)
Transport: 12 men
Tow: Light howitzer; light or medium anti-tank gun, light anti-tank gun
Options:

- Add a forward-facing pintle-mounted MMG for +15pts

AUTOPROTETTO S37

The FIAT-SPA Autocarro Protetto S37 was an Italian-made armoured troop carrier. In contrast to the more common designs of German and Allied equivalent vehicles, it was not a half-track, but relied instead on a robust four-wheel drive and very large tyres for cross-country movement. Principal service: 1941–43. Numbers manufactured: 200.

Cost: 49pts (Inexperienced), 61pts (Regular), 73pts (Veteran)
Weapons: None
Damage Value: 7+ (armoured carrier)
Transport: 8 men
Tow: Light howitzer; light or medium anti-tank gun, light anti-aircraft gun
Options:

- Add a forward-facing or rear-facing pintle-mounted MMG for +15pts

Special Rules:

- Open-topped

WHEELED ARTILLERY TRACTORS

Like many nations involved in the war, Italy needed an effective method of transporting its artillery to where it was needed, and the FIAT-SPA's TM-series of tractors were the answer. They used four-wheel steering and drive to help them negotiate both the sandy conditions of North Africa and the mountainous terrain found in parts of Italy. Principal service: 1940–43. Numbers manufactured: 250.

Cost: 12pts (Inexperienced), 15pts (Regular), 18pts (Veteran)
Weapons: None
Damage Value: 6+ (soft skin)
Tow: Any howitzer; any anti-tank gun, any anti-aircraft gun

BREDA 61 ARTILLERY TRACTOR

The Breda 61 was a German SdKfz 7 half-tracked artillery tractor manufactured in Italy under licence. The main difference between the Breda 61 and it's German counterpart was the Italian version had right-hand drive. Principal service: 1943. Numbers manufactured: 250.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Weapons: None
Damage Value: 7+ (armoured carrier)
Tow: Any howitzer; any anti-tank gun, any anti-aircraft gun
Special Rules:

- Open-topped

ITALIAN VEHICLES IN GERMAN USE

After Italy's capitulation on 3 September 1943, the Wehrmacht invaded the territory of their former ally and took control of all military assets. This meant that a number of new vehicles that were in the early stages of production, as well as the factories manufacturing them, were seized by the Germans and put to use against the Allies who were working their way up the Italian peninsula. Some such vehicles represented much-improved versions of existing designs, but we have not included them in this book as they were never part of the Reggio Esercito. Examples of these are the Semovente 105/25, the P26/40 heavy tank, and the AB43 armoured car.

THEATRE SELECTORS

The following theatre selectors cover the main four sectors where Italian forces were engaged during World War II: the Balkans (Greece, Yugoslavia and their island possessions in the Mediterranean), Africa (North and East Africa), the Eastern Front and finally the defence of Italy. There were other minor engagements that saw Italian forces in action, like the attack on southern France before the French capitulation, but we have chosen not to go into that much detail in this book.

Before playing a game, the players must decide the theatre selector from which they wish to pick their reinforced platoon. If they wish, opponents can 'match up' their armies so that they are contemporary with each other. To give two examples, an Italian army from the war in Africa list would be well matched against a British force from any of the British lists set in Africa, whilst an Italian army from the Eastern Front list could take on a Soviet force from the Operation *Uranus* list.

Obviously, there is nothing to stop players fighting battles between forces from different periods and theatres. Whilst not historically accurate, players often like to try 'what if' type games. In reality, an Italian army from 1940 will have very little chance of beating a late war army of any nation, such was the rapid development of weapons and equipment. The points values will ensure that such a game of *Bolt Action* is fairly evenly balanced, but don't be surprised if you have trouble penetrating the armour of late-war super heavy tanks with an Elefantino.

Il Duce's army prepares to defend their homeland

1940–41: THE INVASION OF GREECE

After occupying Albania, the Italians launched their poorly planned assault on Greece, kicking off vicious fighting in the Balkans. Mussolini, eager to match the successes of Hitler in Europe, ordered his ill-prepared troops into the mountainous terrain of northern Greece in late October of 1940. The Greeks resisted valiantly and pushed the poorly equipped Italians back into Albania, and thus forced the Germans to intervene and invade Greece through Yugoslavia. Greece surrendered in April 1941. Italian forces occupied Greece and Yugoslavia, where they were engaged in anti-partisan operations until the end of the war.

An Italian force for the Invasion of Greece must comprise one or more Reinforced Platoons picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

INVASION OF GREECE REINFORCED PLATOON

1 Lieutenant – First or Second (Inexperienced or Regular)
2 Inexperienced infantry sections (at least one section must be Green)

plus:

Headquarters

0–1 Captain or Major
0–1 Medic
0–1 Forward Observer

Infantry

0–4 Infantry sections: Regular infantry sections, Inexperienced infantry sections, Bersaglieri infantry sections, Camicie Nere militia infantry section, Alpini infantry section
0–1 Machine gun team
0–1 Sniper team
0–1 Anti-tank rifle team
0–1 Flamethrower team
0–1 Mortar team: light mortar team, medium mortar team

Artillery

0–1 gun from:
Anti-tank gun: 47/32 Elefantino
Field artillery: light artillery, medium artillery, heavy artillery
Anti-aircraft gun: Breda 20mm AA gun, 75/36 heavy AA gun

Armoured Cars and Recce Vehicles

0–1 vehicle from: L6/40 light tank, Autoblinda 41

Tanks, Self-Propelled Guns and Anti-Aircraft Vehicles

0–1 vehicle from: FIAT 3000, L3 Tankette (any variant), M11/39, M13/40 (no M14/41), AA trucks

Transports and Tows

0–1 transport vehicle per infantry unit in the Reinforced Platoon from: FIAT 508 CM, truck
0–1 tow from: wheeled artillery tractor

Italian reinforcements head to the front

1940–43: THE WAR IN AFRICA

Once war was declared against the United Kingdom and its Allies, Italy was quick to attack Allied colonial holdings in East and North Africa. Italy's armies in Africa generally made small gains initially before halting their attacks to fortify their new positions. Pushed back by stubborn British resistance and counter-attacks, starved of supplies by the Royal Navy, the Italian armies were quickly defeated in East Africa, while in North Africa the battles continued as Rommel's Afrika Korps joined the fray. Eventually, trapped in Tunisia between Montgomery's relentless Eighth Army and the Allied forces that landed in French North Africa, the German and Italian forces in Africa surrendered to the Allies on May 1943. The Bersaglieri, Paracadutisti, and regular forces of Italy never succeeded in accomplishing the African domination Il Duce envisioned.

An Italian force for the war in Africa must comprise one or more Reinforced Platoons picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

WAR IN AFRICA REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry sections: Regular infantry sections, Inexperienced infantry Sections, Bersaglieri infantry sections, Paracadutisti infantry sections

plus:

Headquarters
0–1 Captain or Major
0–1 Medic
0–1 Forward Observer

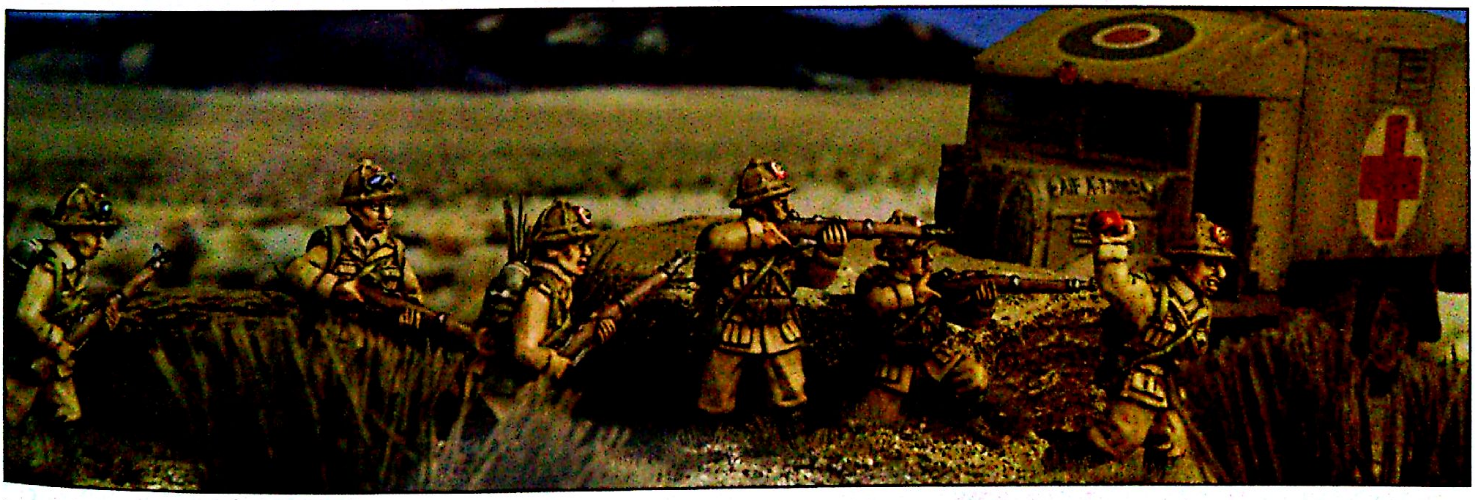
Infantry
0–4 Infantry sections: Regular infantry sections, Inexperienced infantry sections, Bersaglieri infantry sections, Paracuditisti infantry sections, Camicie Nere militia infantry sections, San Marco marines infantry sections, Colonial troops infantry sections
0–1 Machine gun team
0–1 Sniper team
0–1 Anti-tank rifle team
0–1 Flamethrower team
0–1 Mortar team: light mortar team, medium mortar team

Artillery
0–1 gun from:
Anti-tank gun: 47/32 Elefantino
Field artillery: light artillery, medium artillery, heavy artillery
Anti-aircraft gun: Breda 20mm AA gun, 75/36 heavy AA gun, 90/53 heavy AA gun

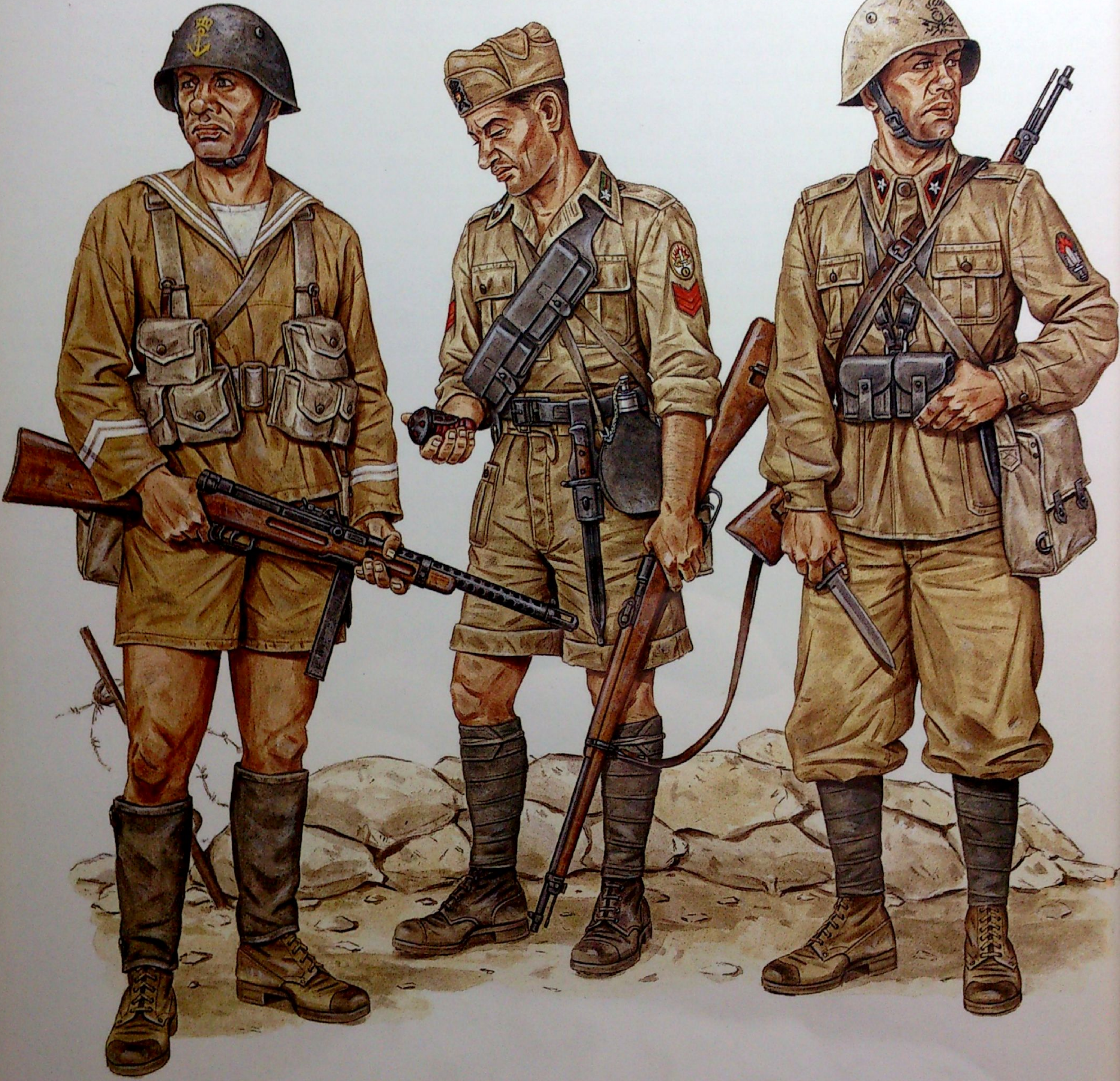
Armoured Cars and Recce Vehicles
0–1 vehicle from: L6/40 light tank, Autoblinda 41, Sahariana

Tanks, Self-Propelled Guns and Anti-Aircraft Vehicles
0–1 vehicle from: FIAT 3000, L3 tankette (any variant), M11/39, M13/40, M14/41, 100/17 on Lancia Ro, Semovente 47/32, Semovente 75/18, AA trucks

Transports and Tows
0–1 transport vehicle per infantry unit in the Reinforced Platoon from: FIAT 508 CM, truck, Autoprotetto S37
0–1 tow from: wheeled artillery tractor



Italian infantry advance past an abandoned Australian ambulance



Italian troops in North Africa, 1942 (L–R): Marine, 'San Marco' Marine Bn; Caporale maggiore, 27th Inf Regt, 'Pavia' Inf Div; Soldato 31st Guastatori Bn, by Stephen Andrew © Osprey Publishing Ltd. Taken from Men-at-Arms 349: The Italian Army 1940–45 (2).

1941-43: THE EASTERN FRONT

The Italian Eighth Army served as Mussolini's contribution to the Axis efforts on the Eastern Front. Elements of the Eighth Army pursued fleeing Soviet forces in the south, fended off Soviet attacks while vastly outnumbered on the Don River, and fought bravely and skilfully in many of the brutal engagements that characterized the fighting in the theatre. The long retreat through the Russian winter cost the Eighth Army 30,000 dead and 64,000 taken prisoner, of which a ghastly 54,000 died in Soviet captivity.

An Italian force for the Eastern Front must comprise one or more Reinforced Platoons picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

EASTERN FRONT REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry Sections: Inexperienced infantry sections, Regular infantry sections, Alpini infantry sections

plus:

Headquarters
0–1 Captain or Major
0–1 Medic
0–1 Forward Observer

Italian Army Brixia light mortar team

Infantry
0–4 Infantry sections: Regular infantry sections, Inexperienced infantry sections, Bersaglieri infantry sections, Camicie Nere militia infantry sections, Alpini infantry sections, Cavalry sections
0–1 Machine gun team
0–1 Sniper team
0–1 Anti-tank rifle team
0–1 Flamethrower team
0–1 Mortar team: light mortar team, medium mortar team

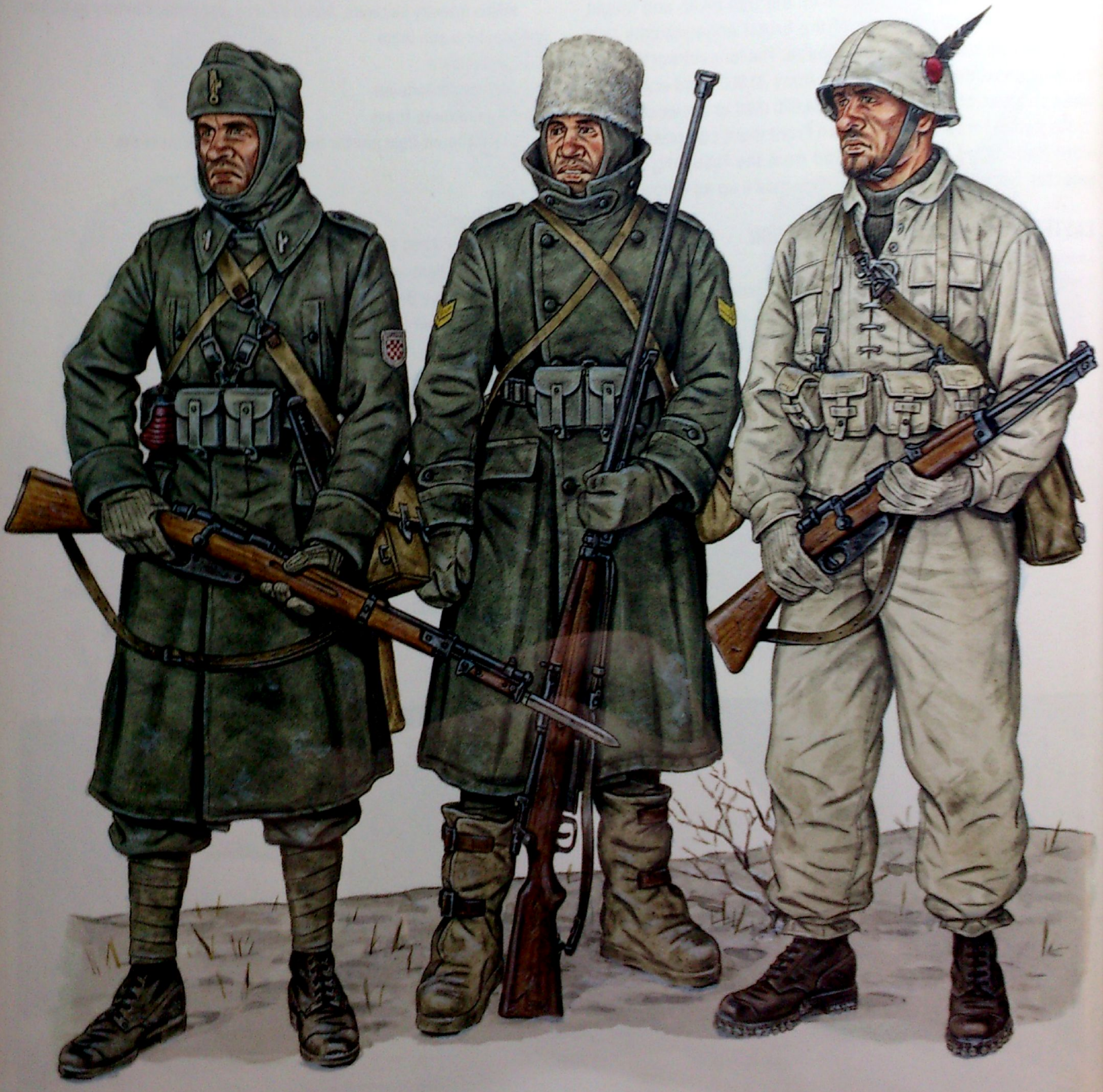
Artillery
0–1 gun from:
Anti-tank gun: 47/32 Elefantino, 75/39 anti-tank gun
Field artillery: light artillery, medium artillery, heavy artillery
Anti-aircraft gun: Breda 20mm AA gun, 75/36 heavy AA gun, 90/53 heavy AA gun

Armoured Cars and Recce Vehicles
0–1 vehicle from: L6/40 light tank

Tanks, Self-Propelled Guns and Anti-Aircraft Vehicles
0–1 vehicle from: L3 tankette (any variant), Semovente 47/32, AA trucks
0–1 vehicle from: Semovente 47

Transports and Tows
0–1 transport vehicle per infantry unit in the Reinforced Platoon from: FIAT 508 CM, truck
0–1 tow from: wheeled artillery tractor

Italian and Soviet patrols clash on the Eastern Front



Italian troops on the Russian Front, 1942 (L–R): Volunteer, Italian Croatian Legion; Sergente, 79th Inf Regt, 'Pasubio' Inf Div; Alpino, 'Monte Cervino' Ski Bn, by Stephen Andrew © Osprey Publishing Ltd. Taken from Men-at-Arms 340: The Italian Army 1940–45 (1).

1943: THE DEFENCE OF SICILY

On 10 July 1943, Operation *Husky* brought Allied troops to Sicily to face its Italian and German defenders. The Italian Sixth Army found some success at first, capturing Allied paratroopers, but could not stop the subsequent beach landings. The Italians and Germans managed to delay the Allies, but could not ultimately halt the attack and withdrew to the Italian mainland. At the beginning of September 1943, as the Allies began landing in the south of Italy, the armistice was signed and the kingdom of Italy surrendered to the Allies, leading to the German invasion and the bitter civil war that followed.

An Italian force for the defence of Sicily must comprise one or more Reinforced Platoons picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

THE DEFENSE OF SICILY REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry Sections: Inexperienced infantry section, Regular infantry sections, Bersaglieri infantry sections

plus:

Headquarters
0–1 Captain or Major
0–1 Medic
0–1 Forward Observer

Infantry
0–4 Infantry sections: Regular infantry sections, Inexperienced infantry sections, Camicie Nere militia infantry section, Bersaglieri infantry sections
0–1 Machine gun team
0–1 Sniper team
0–1 Anti-tank rifle team
0–1 Flamethrower team
0–1 Mortar team: light mortar team, medium mortar team

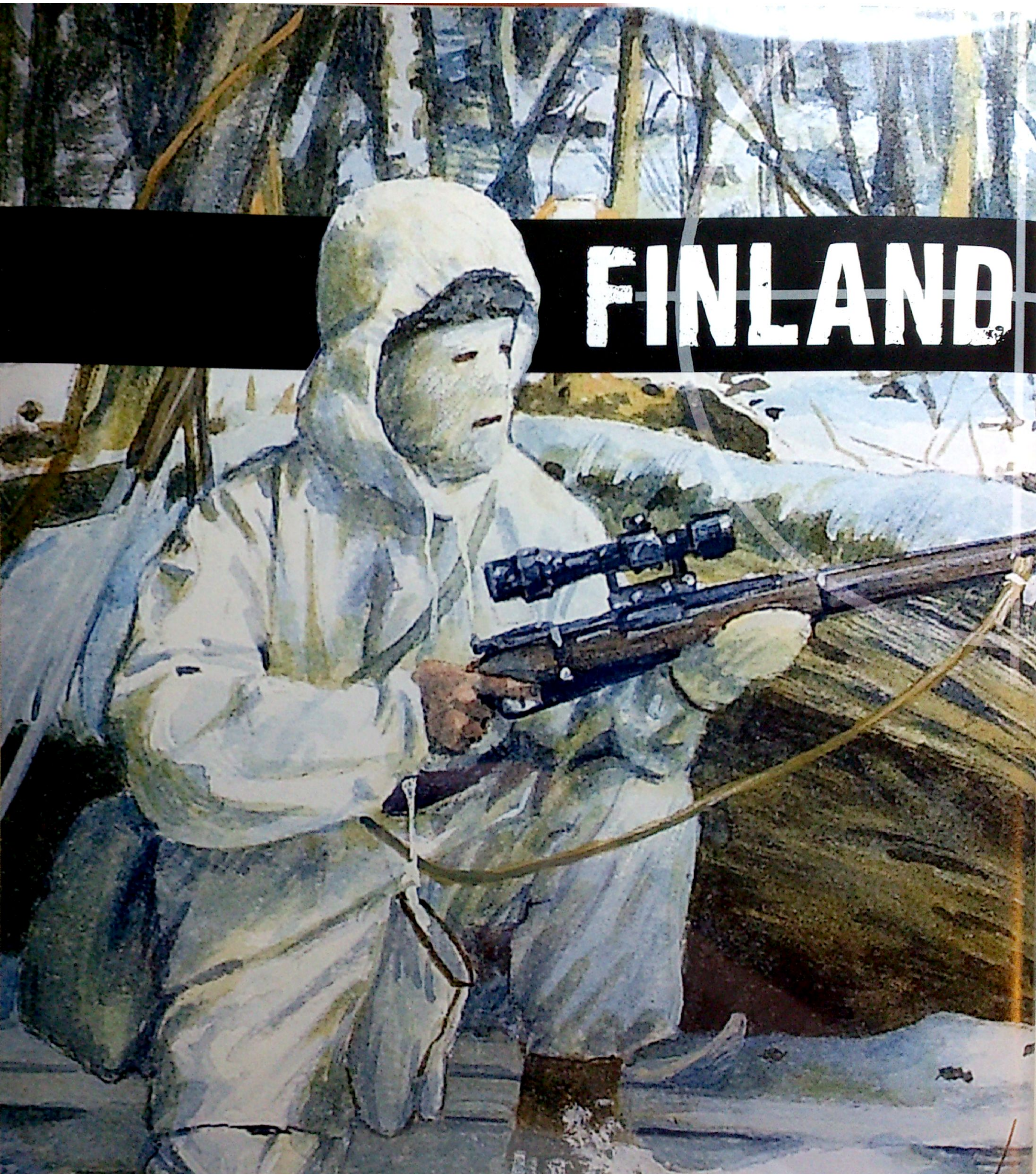
Artillery
0–1 gun from:
Anti-tank Gun: 47/32 Elefantino, 75/39 anti-tank gun
Field artillery: light artillery, medium artillery, heavy artillery
Anti-aircraft gun: Breda 20mm AA gun, 75/36 heavy AA gun, 90/53 heavy AA gun

Armoured Cars/ Recce Vehicles
0–1 vehicle from: L6/40 light tank, Autoblinda 41, Autoblinda Lince

Tanks, Self-Propelled Guns and Anti-Aircraft Vehicles
0–1 vehicle from: FIAT 3000, L3 tankette (any variant), M11/39, M13/40, M14/41, M15/42, Captured Renault R35, Semovente 47/32, Semovente 75/18, Semovente 105/25, Semovente 90/53, AA trucks

Transports and Tows
0–1 transport vehicle per infantry unit in the Reinforced Platoon from: FIAT 508 CM, truck, Autoprotetto S37
0–1 tow from: wheeled artillery tractor, Breda 61 artillery tractor

FINLAND



Finnish sniper, by Steve Noon © Osprey Publishing Ltd. Taken from Elite 193: World War II Winter and Mountain Warfare Tactics.

Finland's role during World War II was both unique and remarkable. The Finns achieved spectacular military successes against the Soviet Union despite being heavily outnumbered and lacking much in the way of modern equipment including tanks and anti-tank weapons. Finland's war against the Soviets was in many respects a separate affair, and the Finns themselves certainly tend to consider it as such. Once the Soviets joined the Allied camp following Hitler's invasion of Russia, Finland had no option left but to to seek aid from Germany, so although never officially part of the tripartite pact of Germany, Italy and Japan, Finland was regarded as an Axis power during the post-war settlement.

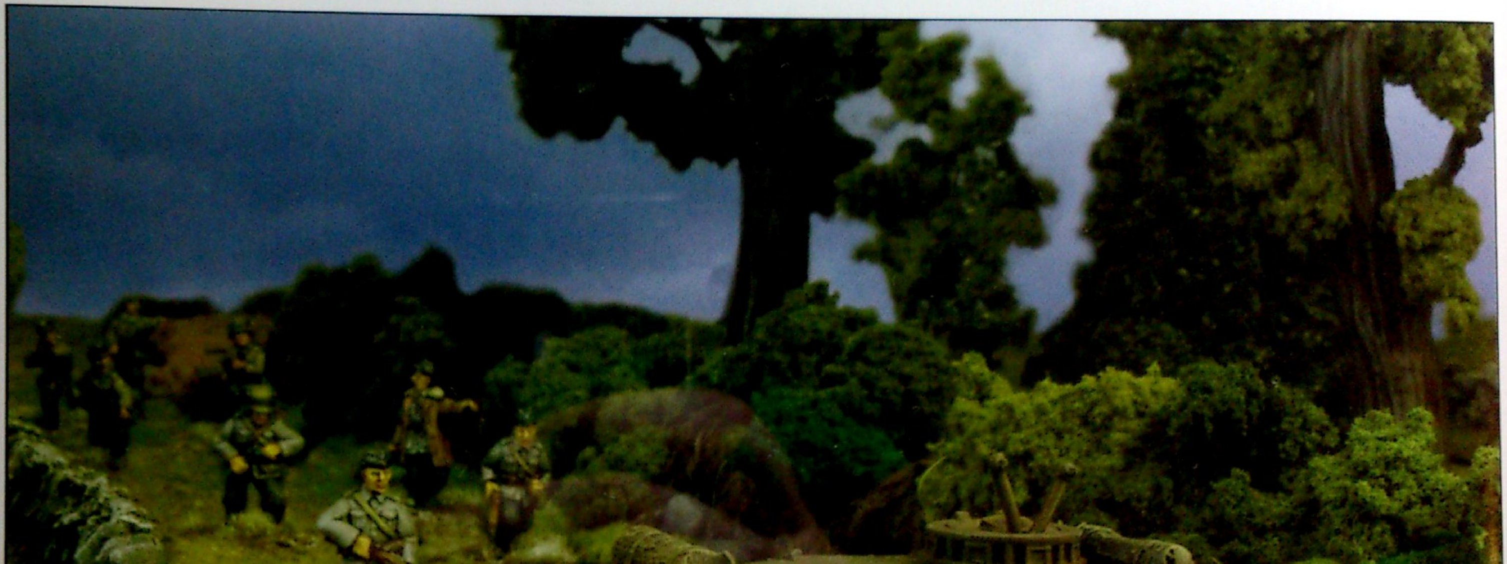
Finland fought two entirely separate wars against the Soviet Union; the Winter War from December 1939 to March 1940, and what the Finns refer to as the Continuation War from June 1941 to September 1944. In the Winter War the Finns fought alone against a vastly more numerous Soviet army. In the Continuation War the Finns fought alongside German troops. From September 1944, after Finland was forced to accept Soviet terms, the Finns also fought a further series of battles against the Germans in what is known as the Lapland War. Numbers of Swedish and other Sandinavian volunteers also fought alongside the Finns as part of the Finnish forces.

During the Winter War the Soviets expected to occupy the whole of Finland within two weeks. They reckoned without the natural defences of Finland's dense forests and numerous lakes, not to mention Finnish tenacity. Avoiding direct confrontations between large formations, and taking advantage of the difficult and sometimes deadly terrain, the Finns used small-unit tactics to divide up the enemy and surround them. This method of encirclement is called '*motti*', and it was used as a means of breaking up and destroying, or sometimes simply isolating, enemy troops who would then succumb to lack of supplies and the freezing temperatures. It was not until the Soviets committed even more men, tanks and artillery that the Finns were obliged to seek terms – losing border territories claimed by the Soviets including the heavily populated and wealthy region of Karelia in return for peace.

Following the Winter War, Finland forged an ever closer relationship with Germany as German relations with the Soviet Union cooled. With the German invasion of the Soviet Union, the Finns anticipated that the Red Army would be defeated quickly, which would enable Finland to recover the territories it had lost during the Winter War. After the initial Finnish invasion aimed at recovering Karelia and other ceded territories, the war settled into the kind of small-scale border warfare at which the Finns excelled. This changed with the major Soviet offensive of June 1944. By this time the Red Army

Facing overwhelming odds, the Finns stand resolute was rolling back the German forces all along the Eastern Front, and the Nazis' ultimate defeat was looking increasingly inevitable. The Finns fought with all their customary skill and tenacity, but could not hope to defeat the might of the Soviets with their inexhaustable supplies of modern tanks and artillery. However, they still managed to inflict significant defeats upon the Russians, for example at Ilomantsi, where two Red Army divisions were decimated by classic Finnish *motti* tactics.

Both Finns and Soviets were keen to end the fighting. Although the terms were even more punitive than those offered following the Winter War, Soviet demands stopped short of the complete annexation of Finland. Finland therefore survived the war without ever being occupied – a unique distinction amongst the Axis powers. Finland was never militarily defeated, though the government of the time recognized that such defeat was inevitable. If the nation had been forced into a war it could not hope to win, then by fighting it had at least retained its honour and independence: it had won the peace.



With the winter snows behind them, a Finnish patrol and StuG assault gun look for trouble

ARMY LIST

This is the official *Bolt Action* Army List for the forces of Finland. Players can pick an army in either of two ways.

- Use the Reinforced Platoon selector from the *Bolt Action* rulebook in conjunction with the Army List in this book. To save referencing back to the rulebook, the generic Reinforced Platoon selector is repeated below.
- Instead of using the generic Reinforced Platoon selector, use any one of the theatre selectors on page 55-61 in conjunction with the Army List given in this book.

Either method is perfectly acceptable depending on what kind of game you wish to play. The first method uses the generic selector and is more flexible and therefore ideal for pick-up games against any opponent, as it allows for a wider variety of different kinds of troops and equipment. The second method, using the theatre selectors, is more historically representative and therefore better suited for games where a historical portrayal is envisaged. We imagine that players will, on the whole, prefer to fight battles within a specific historical context, in which case simply use the appropriate theatre selector to choose your army.

REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads

plus:

0–3 Infantry squads
0–1 Captain or Major
0–1 Medic
0–1 Forward Observer (either Artillery or Air)
0–1 Machine gun team
0–1 Mortar team
0–1 Sniper team
0–1 Anti-tank team
0–1 Field Artillery, Anti-aircraft or Anti-tank gun
0–1 Armoured Car
0–1 Tank or Tank Destroyer
0–1 Transport vehicles or tow (soft-skins or armoured) **per** infantry and artillery unit in the Reinforced Platoon

LAURI TÖRNI

Lauri Törni was a legendary soldier, winning some of the highest military awards in the Finnish, German and US armies before dying while leading a commando mission in Vietnam in 1965.

Törni volunteered for service in 1938 and started the Winter War as an NCO. His legend began early on when newspapers wrote of a maniac who ran in front of his troops, throwing satchel charges, dodging bullets and sowing death amongst the enemy. His heroics soon earned him a place in the officer training programme that lasted until the interim peace.

In 1941 Lauri wanted to see action again, so he volunteered for the German SS Wiking at the rank of untersturmführer, receiving the Iron Cross 2nd Class for his services. When war again started in the north, Törni returned to his homeland where he commanded first a machine gun squad and then a tank platoon. Once, when his tank was immobilized, Törni quickly dismounted, covering his crew's escape by wielding the normally hull-mounted machine gun. When his tank ran low on ammunition or the enemy was hiding deep in their foxholes, it was not uncommon for Törni to get out of the turret and finish the job himself with pistol and grenades.

In 1942, while recovering from injuries sustained from a mine while skiing behind enemy lines, Törni was asked to lead a Kaukopartio – a long-range patrol mission, again behind Soviet lines. His first mission was an amazing success when he returned with all eight of his patrol, a captured Soviet officer and having inflicted some three score casualties on the enemy. Soon Törni was considered such a threat that the Soviets offered a staggering sum of three million Finnish marks for his death or capture, and he was awarded Finland's highest military honour, the Mannerheim Cross.

Once the truce was signed, Törni escaped by submarine to Germany where he commanded a battalion of sailors in defence of Berlin. He was captured by the Allies during a last ditch effort by the Germans to set up partisan troops behind the Russian lines. He escaped an Allied prison camp only to be convicted in Finland for serving Germany after the Nazis had declared war on Finland. A few years later, this judgement was overturned and Törni was pardoned, before travelling to the USA, working as a lumberjack and a cleaner. In 1953 he enlisted in the US Army, starting from the bottom and working his way up, receiving further paratrooper and combat training, and training troops in winter combat methods.

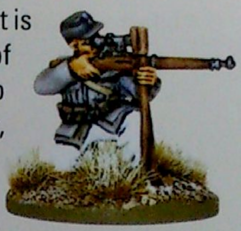
In 1962 he led a commando mission into northern Iran, and went on to serve two further tours in Vietnam where, in 1965, the Green Beret hero, Bronze Star and two-time Purple Heart recipient, Major 'Larry Thorne' was killed in a helicopter crash.

M/27 'PYSTYKORVA' INFANTRY RIFLE

During the Winter War the Finnish soldier used mainly the M/27 7.62mm bolt action rifle. This was an improved Finnish design based on the Russian Mosin-Nagant M/91. It was considered extremely accurate and reliable weapon and was further developed into the superb M/36 'Ukko-Pekka' service rifle.

ARMY SPECIAL RULES

SISU



"The Finns have something they call *sisu*. It is a compound of bravado and bravery, of ferocity and tenacity, of the ability to keep fighting after most people would have quit, and to fight with the will to win." – *Time* magazine, Monday, 8 January, 1940

When a Finnish infantry or artillery unit is reduced to 50 per cent or less of its starting strength, the remaining models in that unit are automatically upgraded to higher quality – Inexperienced troops become Regular and Regulars become Veterans, while Veteran units increase their base Morale to 11. For example, when a unit of 9 Regular Finnish infantry is reduced to 4 men or below, the men immediately upgrade to Veterans before any more dice are rolled (including any Morale check they must take for the casualties just suffered).

TRAINED HUNTSMEN

Many Finns were expert marksmen, used to hunting and shooting for leisure, and so were very much used to lying silently in wait for an approaching target while taking careful aim.

As long as any Finnish infantry unit has an Ambush Order die next to it, it can re-roll Morale checks. Also, when the unit opens Fire from Ambush, all models in the unit that are armed with a rifle, including snipers, gain an additional +1 to-hit bonus.

MOTTI

The Finnish were expert at encircling and carving up opposing forces into smaller, more manageable formations called *motti*. Using the lakes and forests to their advantage, Finns would even allow some part of the enemy forces to 'escape' in order to create a *motti* of a size that could be contained. If too many troops were encircled they might have had the strength to break through the encirclement.

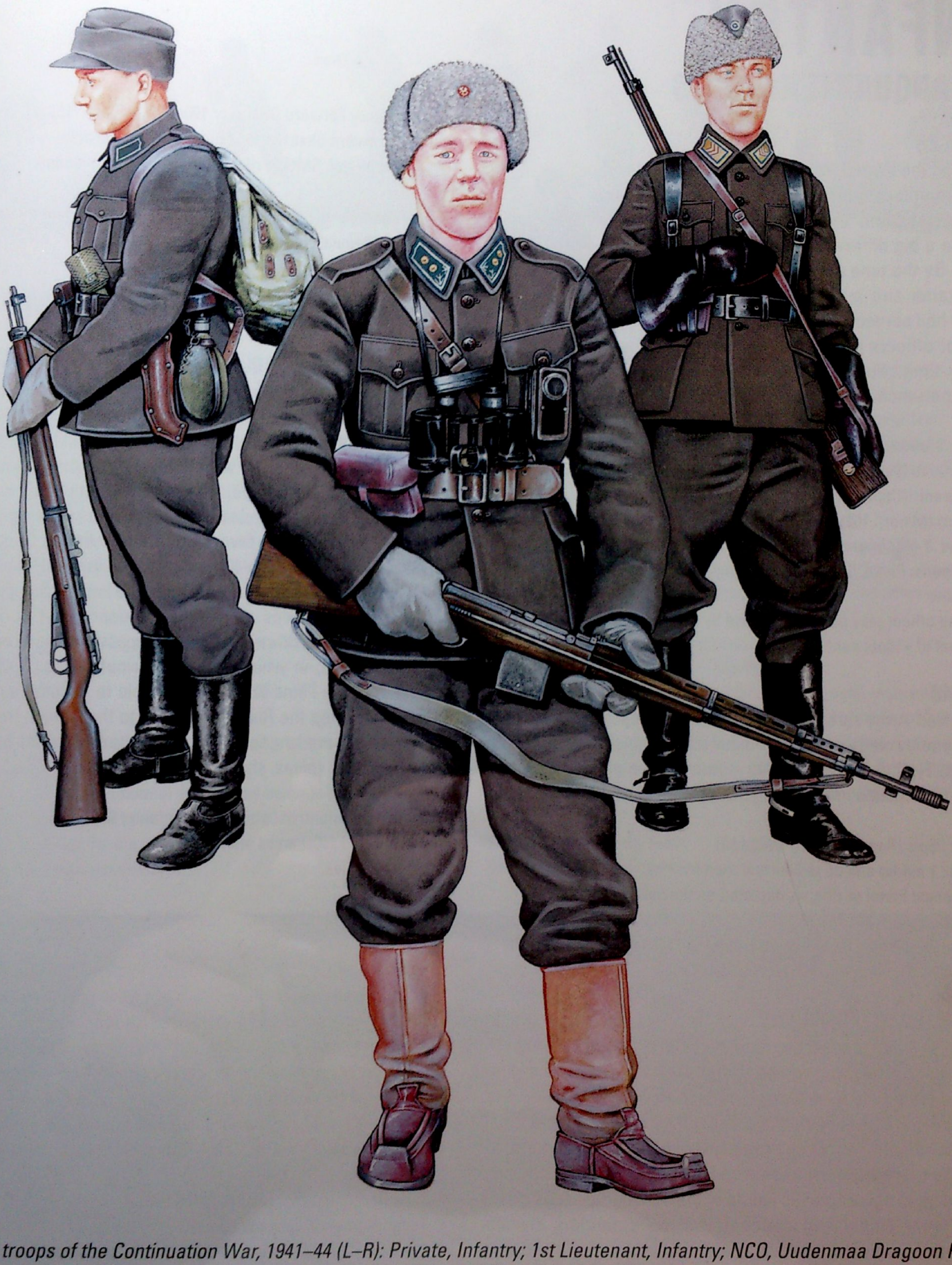
When Outflanking as described on p.119 of the *Bolt Action* rulebook, Finnish infantry units ignore the –1 modifier to the Order test for coming on to the table.

TYPES OF UNIT

The list is divided into categories as follows:

1 Infantry	Headquarters units Infantry sections and teams
2 Artillery	Field artillery Anti-tank guns Anti-aircraft guns
3 Vehicles	Tanks Assault guns Armoured cars Transports and tows

Finnish T-34/76 Sotka medium tank

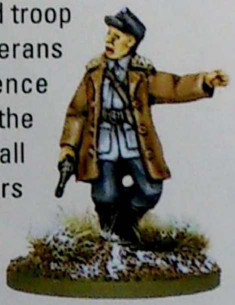


Finnish troops of the Continuation War, 1941–44 (L–R): Private, Infantry; 1st Lieutenant, Infantry; NCO, Uudenmaa Dragoon Regt, by Raffaele Ruggeri © Osprey Publishing Ltd. Taken from Elite 141:Finland at War 1939–45.

INFANTRY

HEADQUARTERS UNITS

OFFICER



During the Winter War many company and troop commanders were Finnish civil war veterans with front line experience. Their presence made a big difference in the first days of the war. By the time of the Continuation War all captains and majors were Jäger-officers who had served in two wars, or promising junior officers promoted in the field. By this time there were few, if any, inexperienced commanders left alive.

Cost: Vänrikki (Second Lieutenant): 50pts (Regular), 65pts (Veteran)
Luutnantti (First Lieutenant): 75pts (Regular), 90pts (Veteran)
Kapteeni (Captain): 125pts (Veteran)
Majuri (Major): 165pts (Veteran)
Team: 1 officer and up to 2 further men
Weapons: Pistol, SMG or rifle, as depicted on the models
Options:

- The officer may be accompanied by up to two additional men at a cost of +10pts each (Regular) or +13pts (Veteran)

MEDIC

The Red Army rarely distinguished between regular soldiers and enemy medics, so it was usual for all Finnish medics to bear arms. Typical armament was meant to be a pistol, but due to lack of available munitions this was often substituted for a rifle.

Cost: 25pts (Regular), 30pts (Veteran)
Team: 1 medic and up to 2 further men
Weapons: Pistol or rifle, as depicted on the models
Options:

- The medic may be accompanied by up to 2 men at a cost of +10pts (Regular) or +13pts (Veteran) each

FORWARD OBSERVER

General Nenonen transformed the Finnish artillery during the decades prior to the war, modernizing the force and introducing modern training and technology. As a result, the Finns were able to wield the artillery they had to great tactical effect, displaying considerable flexibility and responding rapidly to enemy movement. The Finnish air force was mostly made up of fighter planes (some of the best fighter aces of the war were Finns) and concentrated on defending civilian targets. This meant, however, that it saw little action as ground support to the troops.

Cost: Artillery Forward Observer 100pts (Regular), 115pts (Veteran)
Team: 1 forward observer and up to 2 additional men
Weapons: Pistol, SMG or rifle as depicted on the models
Options:

- The observer may be accompanied by up to 2 men at a cost of +10pts (Regular) or +13pts (Veteran) each

INFANTRY SQUADS AND TEAMS

WINTER WAR RIFLE SQUAD

Infantry carried versions of the Mosin-Nagant rifle also used by the Soviets. Although Finland acquired many of these rifles after World War I, the design was improved considerably over several variants, and Finnish rifles were generally very well made. The Finnish squad machine gun, the Lahti-Saloranta M/26, was less successful; difficult to clean and prone to jamming, it was frequently discarded in favour of captured Soviet Degtyaryov LMGs. The Swedish Kh m/40 was also used in small numbers by Swedish volunteers. On the other hand the Finnish Suomi KP/-31 sub-machine gun was an excellent weapon, but during the Winter War it was often issued as a support weapon replacing the squad LMG, in which role it was ineffective. During the Winter War the Finns were often unable to develop sufficient firepower to stop the Russians getting to the Finnish trenches, where they were engaged in hand-to-hand combat by Finns using *puukko* – knives, shovels and rifle butts.

Cost: Regular infantry 50pts, Veteran infantry 65pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:

- Add up to 4 additional soldiers with rifles at +10pts (Regular) or +13pts (Veteran)
- Either the NCO may be equipped with a sub-machinegun instead of a rifle for +3pts, or one soldier may be equipped with LMG for +20pts – another soldier becomes the loader
- The entire squad may be equipped with improvised anti-tank weapons counting as anti-tank grenades (Molotov cocktails and birch logs) for +2pts per model
- The entire squad may be equipped with skis for +1pt per model
- The entire squad may be Tough Fighters for +1pt per man

Special Rules:

- Tank Hunter (if anti-tank grenades taken)
- Tough Fighter (if option is taken)
- Ski troops ignore movement penalties for snow and other winter conditions

Finnish rifle squad

CONTINUATION WAR RIFLE SQUAD

By 1941 the Finnish army had rectified the shortage of light automatic weapons and a typical squad now included a LMG as well as SMGs. German hand grenades were acquired, and in 1944 25,000 Panzerfaust anti-tank weapons were purchased to help infantry face up to the latest Russian tanks. During earlier fighting, Finns had often been forced to attack tanks with birch logs with which they would attempt to jam the vehicle's tracks whilst engaging the crew with light arms fire, Molotov cocktails and explosives.

Cost: Regular infantry 50pts, Veteran infantry 65pts
Composition: 1 NCO and 4 men
Weapons: Rifles
Options:

- Add up to 4 additional soldiers with rifles at +10pts (Regular) or +13pts (Veteran)
- The NCO and one additional soldier may be equipped with a sub-machine gun instead of a rifle for +3 pts each
- One soldier may have a light machine-gun for +20 pts – another soldier becomes the loader
- Up to 2 men can have a Panzerfaust in addition to other weapons for +5pts each
- The entire squad may be equipped with anti-tank grenades (Molotov cocktails or satchel charges) for +2pts per model
- The entire squad may be equipped with skis for +1pt per model
- The entire squad may be Tough Fighters for +1pt per man

Special Rules:

- Tank Hunter (if anti-tank grenades taken)
- Tough Fighter (if option is taken)
- Ski troops ignore movement penalties for snow and other winter conditions

JÄÄKÄRI LIGHT INFANTRY SQUAD

Jääkäri – or Jägers – were experienced, well-equipped and highly mobile troops relying on bicycles in summer and skis in winter. A group of handpicked younger soldiers were often formed into a specialist extra strength squad with the sole purpose of scouting and performing counter-strike operations.

Cost: Veteran infantry 65pts
Composition: 1 NCO and 4 men

Springing their ambush, the Finns wreak havoc on the Soviet invaders

Weapons: Rifles

Options:

- Add up to 6 additional soldiers with rifles at +13pts
- Any soldiers may have a sub-machine gun instead of a rifle for +3pts each
- One soldier may have a light machine gun for +20pts – another soldier becomes the loader
- Up to 2 men can have a Panzerfaust in addition to other weapons for +5pts each
- The entire squad may be equipped with anti-tank grenades (satchel charges and AT mines) for +2pts per model.
- The entire squad may be equipped with skis or bicycles for +1pt per model
- The Jääkäri squad can be Tough Fighters at a cost of +1pt per soldier

Special Rules:

- Tank Hunter (if anti-tank grenades taken)
- Tough Fighter (if option is taken)
- Bicycles: bicycle-mounted infantry follow the same rules as infantry, except when moving entirely on a road, in which case they double their Run move to 24 inches (this move cannot be used to assault). In addition, the first time they receive any order other than Run, or if they receive a pinning marker, they dismount and abandon their bicycles for the rest of the game – replace the models with models on foot
- Ski troops ignore movement penalties for snow and other winter conditions

SISSI RECON SQUADS

These troops struck behind enemy lines, snatching prisoners and causing terror and destruction in their wake. Sissi patrols comprised the most skilled and experienced soldiers, as the missions were considered extremely dangerous. The indigenous Saami people of Lapland, called Koltta, were favoured for this role. The Koltta were legendary huntsmen, able to smell the Russians hundreds of yards away in a deep forest, or able to gauge the number of enemy soldiers and horses by hearing alone.

Cost: Veteran infantry 70pts

Composition:1 NCO and 4 men

Weapons: Rifles

Options:

- Add up to 4 additional soldiers with rifles at +14pts
- Any soldiers may have a sub-machine gun instead of a rifle for +3pts each
- One soldier may have a light machine gun for +20pts – another soldier becomes the loader
- The entire squad may be equipped with anti-tank grenades (satchel charges and AT mines) for +2pts per model
- The entire squad may be equipped with skis for +1pt per model
- The entire squad may be Tough Fighters at a cost of +1pt per soldier

Special Rules:

- Master of the Hunt: as very experienced hunters, the Sissi can move into an Ambush position. In other words they are allowed to make an advance move and if they do not shoot then the Sissi can turn their dice to Ambush
- Tough Fighter (if option is taken)
- Tank Hunter (if anti-tank grenades taken)
- Ski troops ignore movement penalties for snow and other winter conditions

KAUKOPARTIO LONG DISTANCE RECON SQUADS

These soldiers were the handpicked elite of the Finnish army including world-class athletes, skiers and marksmen. All were survival specialists and expected to live upon the land in any conditions. Each man was a trained medic, radio operator and paratrooper. The units were intended for deep penetration missions behind enemy lines, where they would cause maximum destruction as well as gather valuable military intelligence. As well as the food and weapons required for a five-day mission, each squad carried explosives, including 'ski-track' mines designed to neutralize anyone following the unit's tracks. Kaukopartio troops not only damaged supplies and communications, but also sowed terror amongst the Russians far from the front.

Cost: Veteran infantry 115pts

Composition: 1 NCO and 4 men

Weapons: Sub-machine guns and anti-tank grenades (mines/ explosives)

Options:

- Add up to 4 additional soldiers with sub-machine guns at +23pts each
- Any soldier may choose to have a rifle in addition to their submachine gun for +1pt per model
- The entire squad may be equipped with skis for +1pt per model

Special Rules:

- Tank Hunter
- Fanatic (thanks to their high motivation)
- Medic: each man carries field surgery kit and is a skilled medic. Therefore the unit can self-medicate and always acts exactly in the same way as if a medic was within 6in. of the unit
- Deep Strike Mission: when Outflanking as described on p.119 of the *Bolt Action* rulebook, Kaukopartio units may enter from either the left/right table edge as normal, or even from the enemy's own table edge
- Ski troops ignore movement penalties for snow and other winter conditions

Finnish ski troop squad

MEDIUM MACHINE GUN TEAM

The Finnish army used mainly the Russian-made Maxim machine gun with all its variations. In the Winter War alone the Finns captured over 1000 machine guns. Guns could be mounted on tripods or wheeled carriages, as well as bespoke *ahkio* sledges. Normally the gun shield was removed to increase manoeuvrability.

Cost: 50pts (Regular), 65pts (Veteran)
Team: 3 men
Weapon: 1 MMG
Options:

- The team may be equipped with skis (and the MMG mounted on an *ahkio* sledge) for + 3pts

Special Rules:

- Team weapon
- Fixed
- Ski troops ignore movement penalties for snow and other winter conditions

ANTI-TANK RIFLE TEAM

By 1940 the Finns had completed the decade-long development project of an indigenous 20mm anti-tank rifle, the Lahti L-39. A total of 1900 units of this 'Elephant Gun' were produced, though only 10 of them participated in the Winter War. A far more common weapon in the Winter War was the Boys anti-tank rifle supplied by the British. Solothurn anti-tank rifles were ordered but arrived too late to take part in the Winter War so were used during in the Continuation War. As tank armour became generally impervious to anti-tank rifle shots, the Finns found other uses for these weapons, such as attacking fortifications and long range sniping.

Cost: 30pts (Regular), 39pts (Veteran)
Weapon: 1 anti-tank rifle
Team: 2 men
Options:

- The team may be equipped with skis and the gun mounted on an *ahkio* sledge for +2pts

Special Rules:

- Team weapon

Let them have it! A Finnish machine gun team lets rip

PANZERSCHRECK TEAM

In 1944 the Finns acquired a number of German Panzerschreck anti-tank rocket launchers. These highly effective weapons played a key role in meeting the Soviet attack during the summer offensive of 1944. The Finish name for the weapons – Panssarikauhu – is a literal translation of the German 'Tank Terror'.

Cost: 80pts (Regular), 104pts (Veteran)

Team: 2 men

Weapons: 1 Panzerschreck

Special Rules:

- Team weapon
- Shaped charge

FLAMETHROWER TEAM

The Finns often employed flamethrowers during the Continuation War. Favourite models were the Lanciafiamme Spalleggiabile-35 purchased from Italy and ROKS-2 flamethrowers taken from Soviet troops.

Cost: 50pts (Regular), 65pts (Veteran)

Team: 2 men

Weapon: 1 infantry flamethrower

Options:

- The team may be equipped with skis for +2pts

Special Rules:

- Team weapon
- Flamethrower

A deadly Finnish sniper picks off Soviet officers

SIMO HÄYHÄ, 'THE WHITE DEATH'

Simo Häyhä was one of the most legendary snipers of World War II. During the Winter War he became known as 'the White Death' to the Soviets. Wounded in the face on 6 March 1940 by a Soviet sniper using an explosive bullet, Simo's remarkable run of over five kills per day was brought to an end.

Simo wore white camouflage from head to toe and refused to use scopes on his basic infantry rifle, arguing that the built-in iron sights reduced his profile and had none of the reliability issues that scopes tended to have at temperatures below -40°C.

Early on the war, when he started often to achieve more than ten confirmed kills a day, the incredulous Finnish high command insisted that an official observer had to keep track. One hundred days later, by the time of his wounding, Simo had achieved over 500 confirmed kills. After the war, when asked how he felt about killing so many, Simo answered: 'I was asked to serve my country and to fulfil my duty to the best of my abilities... so I did'.

SNIPER TEAM

The M28-30 rifle was a purpose-built marksman's rifle based on the standard military rifle and constructed to a very high quality. Many expert snipers including the famous Simo Häyhä, however, preferred to use the accurate basic rifle with iron sights.

Cost: 55pts (Regular), 72pts (Veteran)
Team: 2 men
Weapon: Rifle
Options:

- The team may be equipped with skis for +2pts

Special Rules:

- Master of the Hunt: as very experienced hunters, Finnish sniper teams can move into an Ambush position. In other words they are allowed to make an advance move and if they do not take a fire action then the sniper team can turn their dice to Ambush mode
- Team weapon
- Sniper
- Ski troops ignore movement penalties for snow and other winter conditions

LIGHT MORTAR TEAM

All Finnish 50mm mortars were acquired as spoils of war from Russians. In the Winter War, around 31 Naku mortars were captured, and during the offensive phase of the Continuation War in 1941 another 1000 swelled the nation's arsenal.

Cost: 35pts (Regular), 46pts (Veteran)
Team: 2 men
Weapon: 1 light mortar
Options:

- The team may be equipped with skis for +2pts

Special Rules:

- Team weapon
- Indirect fire
- HE (D3)

MEDIUM MORTAR TEAM

Finland used 81mm mortars from various sources. During the Winter War in particular, their importance was highlighted as the regular artillery suffered from a chronic lack of shells. It proved an ideal way of breaking up massed infantry attacks and even destroying light tanks. Thanks to modifications made to the fuses, the weapon worked well even in deep snow.

Cost: 50pts (Regular), 65pts (Veteran)
Team: 3 men
Weapon: 1 medium mortar
Options:

- May add Spotter for +10pts

Special Rules:

- Team weapon
- Fixed
- Indirect fire
- HE (D6)

HEAVY MORTAR TEAM

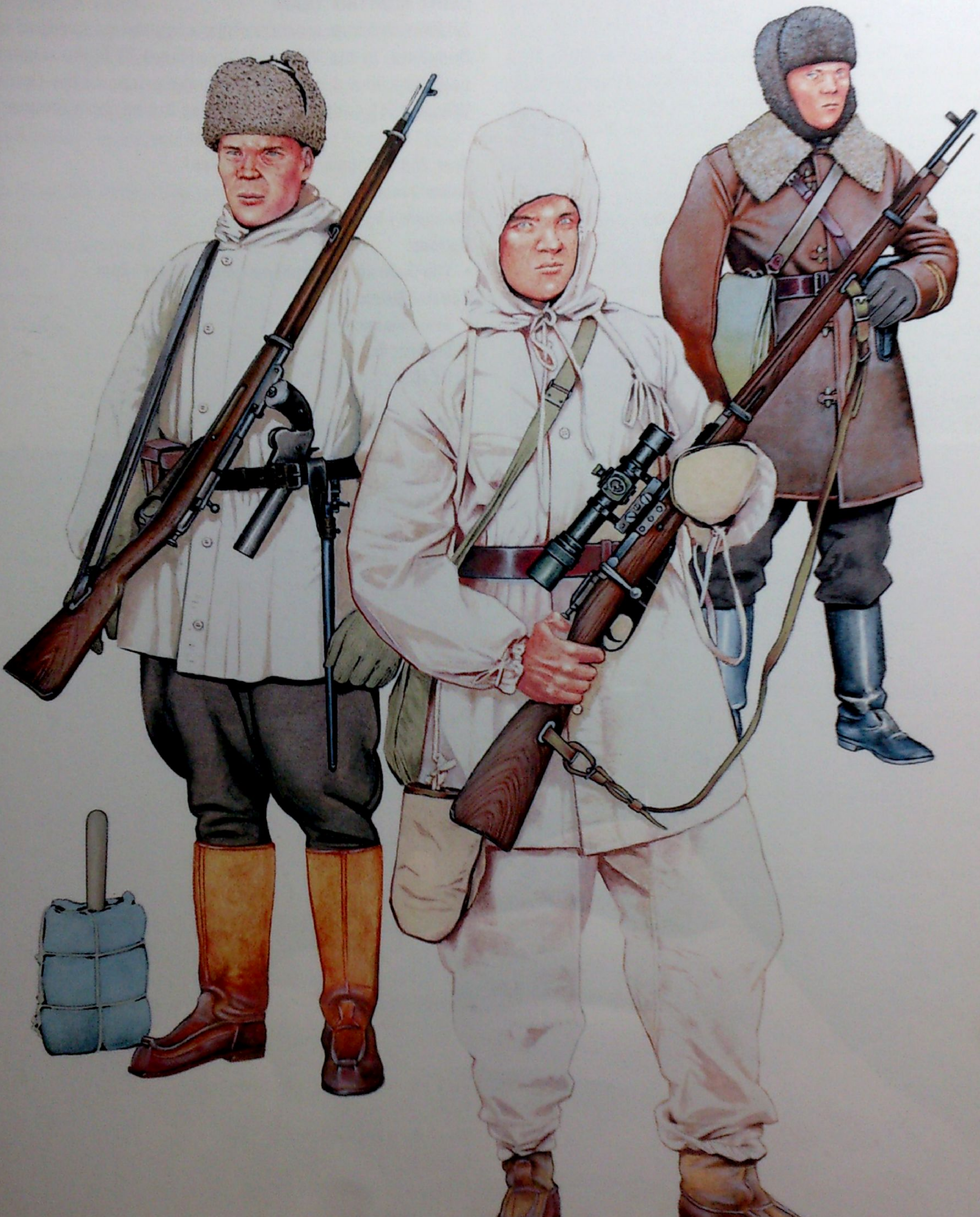
At the beginning of the Continuation War, Finland had around 200 Russian 120mm heavy mortars as well as 162 domestically produced ones. A further 200 were built before the end of the war.

Cost: 65pts (Regular), 84pts (Veteran)
Team: 4 men
Weapon: 1 heavy mortar
Options:

- May add Spotter for +10pts

Special Rules:

- Team weapon
- Fixed
- Indirect fire
- HE (2D6)



Finnish troops of the Winter War, 1939–40 (L–R): Private, Infantry; Sniper; NCO, 1st Lieutenant, Infantry, by Raffaele Ruggeri © Osprey Publishing Ltd. Taken from Elite 141:Finland at War 1939–45.

ARTILLERY

FIELD ARTILLERY

LIGHT ARTILLERY

At the start of the Winter War, Finnish Artillery chiefly comprised war booty taken during the War of Independence, and was ex-Russian stock with little ammunition. The Finns had several kinds of 75–76mm howitzers as well as a few old Russian 87mm guns. Old French 75s were also acquired before the war, and, as with so much heavy equipment, captured Russian guns would be turned against their former owners.

Cost: 50pts (Regular), 60pts (Veteran)
Team: 3 men
Weapon: 1 light howitzer
Options:
- May add Spotter for +10pts

Special Rules:
- Team weapon
- Gun shield
- Fixed
- Howitzer
- HE (D6)

MEDIUM ARTILLERY

Around 20 different types of 105-122mm howitzers were used, many of which were captured Russian weapons. These heavier weapons were used in an indirect fire role.

Cost: 75pts (Regular), 90pts (Veteran)
Team: 4 men
Weapon: 1 medium howitzer
Options:
- May add Spotter for +10pts

Special Rules:
- Gun shield
- Team weapon
- Fixed
- Howitzer
- HE (2D6)

HEAVY ARTILLERY

Several Russian 152mm howitzers, 47 German 150 sFH 18 howitzers and around 32 American 200mm howitzers formed the Finnish heavy artillery.

Cost: 115pts (Regular), 138pts (Veteran)
Team: 5 men
Weapon: 1 heavy howitzer
Options:
- May add Spotter for +10pts

Special Rules:
- Gun shield
- Team weapon
- Fixed
- Howitzer
- HE (3D6)

A Finnish Bofors light anti-tank gun team fires from behind their hastily prepared position

ANTI-TANK GUNS

LIGHT ANTI-TANK GUNS

Finland made the 37mm Bofors-guns under license from Sweden. Two hundred and twenty-two were available at the start of the Winter War. Forty French Hotchkiss 25mm guns also arrived in time to take part in the conflict, and 200 further guns were bought from Germany before the Continuation War. In addition, a number of 37mm PaK 36 were acquired from Germany, and many Soviet 45mm anti-tank guns were captured from the enemy. Amongst the captured weapons were a number of improved M-42 weapons.

Cost: 50pts (Regular), 60pts (Veteran)
Weapon: Light anti-tank gun
Crew: 3
Options:

- The crew may be equipped with skis and the gun mounted on an *ahkio* sledge for +4pts
- Upgrade to a M-42 anti-tank gun for + 10pts (only in Continuation War armies)

Special Rules:

- Gun shield
- Team weapon
- Fixed
- Improved ballistic (M-42 only): at short range an M-42 ATG adds +1 to its penetration value
- Ski troops ignore movement penalties for snow and other winter conditions

MEDIUM ANTI-TANK GUNS

By the end of the Winter War, some of Finland's old 75mm French artillery pieces were so worn out that accurate fire had become impossible. Therefore, during the Continuation War the barrels of these 'veterans' were recycled by re-fitting them with German PaK 97-38 parts, creating 'Mulato' or Finnish 75 PstK/97-38 guns. These 50mm weapons were fielded alongside PaK 38 guns that were bought from Germany.

Cost: 75pts (Regular), 90pts (Veteran)
Weapon: Medium anti-tank gun
Crew: 3 men
Special Rules:

- Gun shield
- Team weapon
- Fixed

75 PSTK/40 ANTI-TANK GUN

After encountering T-34 and KV-1 tanks, the Finns realized that heavier anti-tank equipment would be required. A total of 210 German PaK 40 Guns were purchased, capable of piercing even the thickest armour of the time. They were extremely accurate and powerful weapons, but due to their heavy weight they were difficult to move quickly. During the Russian offensive of 1944, over 60 guns had to be abandoned during the Finnish retreat.

Cost: 110pts (Regular), 132pts (Veteran)
Weapon: Heavy anti-tank gun
Crew: 4 men
Special Rules:

- Gun shield
- Team weapon
- Fixed

ANTI-AIRCRAFT GUNS

20 ITK/30 AND 38 ANTI-AIRCRAFT GUN

Despite their secret agreement with the Soviets, the Germans delivered a total of 50 20mm anti-aircraft guns for the Winter War. During the Continuation War, almost 100 FlaK38 guns were available.

Cost: 50pts (Regular), 60pts (Veteran)
Weapon: 1 light automatic cannon
Crew: 3 men
Special Rules:

- Gun shield
- Team weapon
- Fixed
- Flak

40 ITK/38 ANTI-AIRCRAFT GUN

Swedish-made 40mm Bofors anti-aircraft guns were used in both wars. They achieved a tremendous success rate of 392 rounds for one Soviet plane shot down. By the end of the war, almost 300 such weapons were in service.

Cost: 60pts (Regular), 72pts (Veteran)
Weapon: 1 heavy automatic cannon
Crew: 4 men
Special Rules:

- Team weapon
- Fixed
- Flak

VEHICLES

TANKS

During the Winter War the Finns made every efforts to capture as many enemy tanks as possible. The most modern tanks were distributed to the front line fighting formations, whilst older machines were relegated to training units and reserves. The following individual entries cover the main types of tanks and armoured vehicles used by the Finns, but as any enemy vehicle could be captured and pressed into service it is not an exhaustive list. Everything that was captured intact or which could be repaired was put to use until it wore out or was destroyed. For instance, an ISU-152 was captured in the Karelian isthmus in the summer of 1944 and put straight into the front line, supported by a few StuG IIIs. It was leading the counter-offensive when destroyed on the bend of an unnamed road by dug-in Russian tanks.

TANKETTES (VICKERS 6-TON OR T26B AND E)

Before the Winter War Finland bought 32 English Vickers tanks (equivalent to the Russian T26), but these were not ready at the time war broke out and so went into action only partly fitted out. They took part in a single battle at Honkaniemi, where only five tanks made it to the battlefield. Twenty Russian T-28 tanks opened fire on the attacking Finns. Four out of five Vickers were destroyed in 40 minutes of battle, taking eight T-28s with them. After this initial action, the tanks were used individually as supporting fire platforms for infantry. For the Continuation War, 45mm tank cannons were installed to create the T26 model E. A total of 114 captured Russian T26 tanks served in the Finnish ranks, and all models were used. Even though the T26 was technologically outdated, it suited the boggy and forested landscape extremely well. Principal service: 1939–40 (Vickers), 1940–41 (T26A), 1941–44 (T26B or E models).

Cost: 70pts (Regular), 84pts (Veteran)
Weapons: 2 (separate) turret-mounted MMGs
Damage Value: 7+ (tankette)
Options:

- (T26B or E models): replace both MMGs with a single turret-mounted light anti-tank gun with co-axial MMG for +35pts

A captured T-34/76 Sotka in the colours of its new owners

BT-5 AND BT-7 CHRISTIE LIGHT TANK

All Christie tanks captured in the Winter War were too badly damaged to be repaired. However, during the Continuation War several of these light tanks were captured in a repairable state, forming a five-strong tank unit (3 BT-5 and 2 BT-7). A specialist infantry squad was formed to support this unit, in similar fashion to the Russian Tankodesantnikis. Principal service: 1941–42.

Cost: 100pts (Regular), 120pts (Veteran)
Weapons: 1 turret-mounted light anti-tank gun with co-axial MMG
Damage Value: 8+ (light tank)
Special Rules:

- Unreliable: a captured vehicle's chronic lack of spare parts means it often suffers from extreme operational unreliability – if the vehicle suffers one or more pin markers as a result of an enemy attack, it automatically suffers one further pin marker in addition

T-28 POSTIJUNA MEDIUM TANK

Seven T-28 tanks were captured and used by Finns. Despite its obvious shortcomings and outright obsolete equipment, the T-28 remained in service until the end of the war. For the lack of many better options, it was even classified as a 'heavy tank' in the army. Principal service: 1941–44.

Cost: 130pts (Regular), 156pts (Veteran)
Weapons: 1 turret-mounted light howitzer with co-axial MMG, 1 turret-mounted MMG covering the front arc and the left arc, 1 turret-mounted MMG covering the front arc and the right arc, 1 pintle-mounted AA MMG
Damage Value: 8+ (light tank)
Special Rules:

- Unreliable: a captured vehicle's chronic lack of spare parts means it often suffers from extreme operational unreliability – if the vehicle suffers one or more pin markers as a result of an enemy attack, it automatically suffers one further pin marker in addition

Finnish T-34/85 Pitkäputkinen Sotka medium tank

T-34 SOTKA MEDIUM TANK

A total of five excellent T-34 tanks were captured as early as October 1941. In addition, three more were purchased from excess German stock of captured enemy vehicles. The Sotka was the first modern tank in the army and the very best crews were given the privilege of serving in it, soon proving their worth on the battlefield. The T-34's 76.2mm gun was capable of destroying even KV-1 tanks. When pressed into Finnish forces, Sotkas were painted with a three-colour forest camouflage scheme or with a shade of white for winter. Principal service: 1941–61.

Cost: 204pts (Veteran)
Weapons: 1 turret-mounted medium anti-tank gun with co-axial MMG, 1 forward-facing hull-mounted MMG
Damage Value: 9+ (medium tank)
Special Rules:

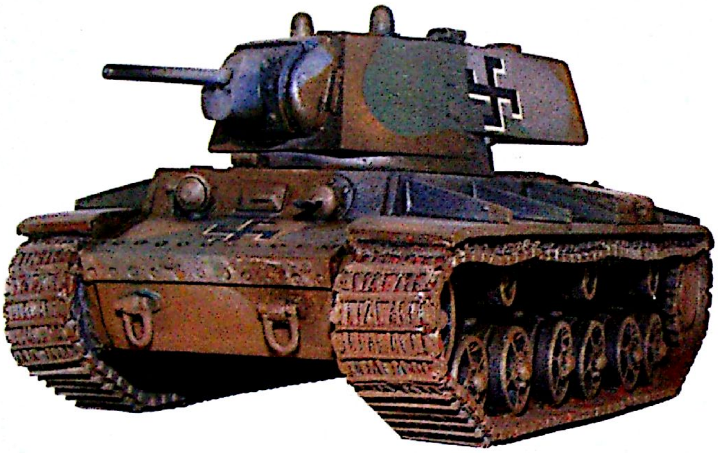
- Unreliable: a captured vehicle's chronic lack of spare parts means it often suffers from extreme operational unreliability – if the vehicle suffers one or more pin markers as a result of an enemy attack, it automatically suffers one further pin marker in addition

T-34/85 PITKÄPUTKINEN SOTKA MEDIUM TANK

During the major Russian offensive in the Karelian isthmus on the summer of 1944, the Finnish army met the first modernized T-34s with the new long-barrelled 85mm guns. Any captured Sotkas with their long barrels were so valued that they were always hastily transferred into service. While the support troops performed a rapid re-fuelling and restocked the munitions, the newly promoted tank crew would quickly paint Finnish swastikas over the red stars of the Soviets. Before the paint had time to dry, these tanks were back in the front line fighting against their former owners. Principal service: 1941–62.

Cost: 252pts (Veteran)
Weapons: 1 turret-mounted heavy anti-tank gun with co-axial MMG, 1forward-facing hull-mounted MMG
Damage Value: 9+ (medium tank)
Special Rules:

- Unreliable: a captured vehicle's chronic lack of spare parts means it often suffers from extreme operational unreliability – if the vehicle suffers one or more pin markers as a result of an enemy attack, it automatically suffers one further pin marker in addition



KV-1 Klimi heavy tank

KV-1 KLIMI HEAVY TANK

Two captured KV-1 tanks (E-model) served in the II Armoured Battalion, together with four T-28s. Principal service: 1941–44.

Cost: 390pts (Veteran)

Weapons: 1 turret-mounted medium anti-tank gun with co-axial MMG, 1 turret-mounted rear-facing MMG, 1 forward-facing hull-mounted MMG

Damage Value: 10+ (heavy tank)

Special Rules:

- Slow
- Armoured all around: the KV was almost as thickly armoured at the sides and rear as at the front, so no modifiers apply for penetration when shooting at the sides, rear or from above. All shots count the full armour value
- Unreliable: a captured vehicle's chronic lack of spare parts means it often suffers from extreme operational unreliability – if the vehicle suffers one or more pin markers as a result of an enemy attack, it automatically suffers one further pin marker in addition

ASSAULT GUNS

STUG III STURMI

Finland purchased 59 StuG III assault guns from Germany. However, only 29 of them were delivered in time to take part in the decisive battles on the Karelian isthmus in the summer of 1944. These first-class tank destroyers were ideal for the Finnish terrain, with 87 Russian tanks destroyed for only 8 lost. When the vehicles arrived, the sideplates were removed because the crews deemed them unsuitable, replacing them with three massive pine trunks fastened to the sides of the tank destroyer. Principal service: 1941–45.

Cost: 230pts (Regular), 276pts (Veteran)

Weapons: 1 casement-mounted forward-facing heavy anti-tank gun and 1 hull-mounted forward-facing MMG

Damage value: 9+ (medium tank)

BT-42

The BT-42 was a Finnish development of the BT chassis, incorporating a new Finnish-made turret mounting a British 114mm Howitzer. The functionality of this contraption was mediocre at best. In the summer of 1944 at the defensive battle for the city of Viipuri, all the surviving assault guns were thrown against vastly superior forces of IS-2s and T-34/85s. After desperate fighting and suffering very heavy losses, the remaining vehicles were withdrawn and placed permanently into reserves. Principal service: 1942–44.

Cost: 140pts (Regular), 168pts (Veteran)

Weapons: 1 turret-mounted medium howitzer

Damage Value: 8+ (light tank)

ARMOURED CARS

BA-10

Finns captured several BA-10 armoured cars as spoils of war and made good use of all of them. Principal service: 1940–45.

Cost: 95pts (Regular), 114pts (Veteran)

Weapons: 1 turret-mounted light anti-tank gun with co-axial LMG, 1 forward-facing LMG

Damage Value: 7+ (armoured car)

Special Rules:

- Recce

StuG III Sturmi assault gun

- Unreliable: a captured vehicle's chronic lack of spare parts means it often suffers from extreme operational unreliability – if the vehicle suffers one or more pin markers as a result of an enemy attack, it automatically suffers one further pin marker in addition

BA-20

Another Soviet armoured car used extensively throughout the wars in many different roles. Principal service: 1940–45.

Cost: 40pts (Regular), 48pts (Veteran)
Weapons: 1 turret-mounted LMG
Damage Value: 7+ (armoured car)
Special Rules:
- Recce
- Unreliable: a captured vehicle's chronic lack of spare parts means it often suffers from extreme operational unreliability – if the vehicle suffers one or more pin markers as a result of an enemy attack, it automatically suffers one further pin marker in addition

TRANSPORTS AND TOWS

TRUCKS

A variety of trucks were available to the Finns, both as spoils of war and through trading with Axis powers.

Cost: 39pts (Regular), 47pts (Veteran)
Weapons: None
Damage Value: 6+ (soft skin)
Transport: Up to 12 men
Tow: Light howitzer; light or medium anti-tank gun; light or medium anti-aircraft gun

T-20 KOMSOMOLETS

Many captured Komsolets tractors served the Finnish artillery units during the war.

Cost: 35pts (Regular), 42pts (Veteran)
Weapons: Forward-facing light machine gun
Damage Value: 7+ (armoured carrier)
Transport: Up to 6 men
Tow: Any anti-tank gun; any anti-aircraft gun; light or medium howitzer
Special Rules:
- Open-topped
- Unreliable: a captured vehicle's chronic lack of spare parts means it often suffers from extreme operational unreliability – if the vehicle suffers one or more pin markers as a result of an enemy attack, it automatically suffers one further pin marker in addition

ARTILLERY TRACTORS

Even though Finland primarily used horsepower to move its artillery around, its most important batteries had access to a selection of tractors.

Cost: 15pts (Regular), 18pts (Veteran)
Weapons: None
Damage Value: 6+ (soft skin)
Tow: Any gun or howitzer
Options:
- Field as armoured tractor with damage value of 7+ at +20pts

Special Rules:
- Slow
- Open-topped (if armoured)

THEATRE SELECTORS

The following theatre selectors cover the phases of Finnish engagement during World War II.

Before playing a game, the players must decide the theatre selector from which they will pick their reinforced platoon. If they wish, opponents can 'match up' their armies so that they are contemporary with each other. To give an example, a Finnish army from the Winter War would be well matched against an early war Soviet force.

Obviously, there is nothing to stop players fighting battles between forces from different periods and theatres. Whilst not historically accurate, players often like to try 'what if' type games. In reality, an Finnish army from 1940 will have very little chance of beating a late war army of any nation; such was the rapid development of weapons and equipment. The points values will ensure that such a game of *Bolt Action* is fairly evenly balanced, but do not be surprised if you have trouble penetrating the armour of late-war super heavy tanks with an anti-tank rifle.

Even the harsh weather can't stop the Finnish advance

NOVEMBER 1939–MARCH 1940: THE WINTER WAR

The Russians considered that a free and independent Finland posed a threat to the security of its northern border and compromised access to the Baltic Sea. To this end they demanded territorial concessions in the adjoining Karelian isthmus and certain Finnish-held islands in the Leningrad seaway, which the Finns rejected. The Russians promptly invaded, fully expecting to occupy the whole country with two weeks.

At the time the Russian army was very inexperienced and thanks to Stalin's savage purges it had lost it most experienced officers. The troops arrived from warm southern climates wearing thin brown overcoats ill suited for the northern cold. The Russians' humiliating defeat at the hands of the Finns gave considerable impetus to the modernization of the Red Army. A good match for this army is the Soviet Operation *Barbarossa* selector – although note that the T-34 entered service in 1940.

A Finnish force for the Winter War must comprise one o more Reinforced Platoons picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

Fighting tooth and nail, Finnish infantry hold off a Soviet advance at all costs

WINTER WAR REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads: Winter War rifle squad, Jääkäri light infantry squad or Sissi recon squad
Plus:

Headquarters

0–1 Captain or Major
0–1 Medic Team
0–1 Forward Artillery Observer

Infantry

0–4 Infantry squads: Winter War rifle squad, Jääkäri light infantry squad, or Sissi recon squad
0–1 Allied infantry squad
0–1 MMG team
0–1 Sniper team
0–1 Anti-tank team: anti-tank rifle team
0–1 Mortar team: light or medium

Artillery

0–1 gun from:
Anti-tank gun: light anti-tank gun (no M42)
Artillery gun: light, medium or heavy
Anti-aircraft gun: 20 ItK/30 and 38 anti-aircraft gun, 40 ItK/38 anti-aircraft gun

Tanks and Assault Guns

0–1 vehicle from: tankettes, T-28 Postijuna

Armoured Cars

0–1 vehicle from: BA-10, BA-20

Transports and Tows

0–1 transport vehicle per infantry unit in the Reinforced Platoon from: truck
0–1 tow from: artillery tractor, T-20 Komsomolets

WINTER GEAR

During winter, infantry moved around on skis while using horses or reindeer to pull sledges for heavier equipment and supplies. This way troops could travel in excess of 70 miles a day still prepared for action. The white winter gear made troops almost impossible to spot and gliding nearly silently on their skis they taught the Soviets the meaning of fear. When the poor nation ran out of white paint, artillery pieces or even armour ended up camouflaged with white linen sheets.

JUNE–DECEMBER 1941: THE CONTINUATION WAR

FINLAND ATTACKS

Following the beginning of Operation *Barbarossa*, Germans and Finnish forces advanced from their positions in Finland, quickly recapturing the territories lost during the Winter War.

A Finnish force for the Continuation War, Finland Attacks must comprise one or more Reinforced Platoons picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

FINLAND ATTACKS REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads: Continuation War rifle squad (no Panzerfaust), Jääkäri light infantry squad (no Panzerfaust), or Sissi recon squad

Plus:

Headquarters
0–1 Captain or Major
0–1 Medic Team
0–1 Forward Artillery Observer

Infantry
0–4 Infantry squads: Continuation War rifle squad (no Panzerfaust), Jääkäri light infantry squad (no Panzerfaust), or Sissi recon squad
0–1 Allied infantry squad
0–1 Kaukopartio squad
0–1 MMG team
0–1 Flamethrower team
0–1 Sniper team
0–1 Anti-tank team: anti-tank rifle team
0–1 Mortar team: light, medium or heavy

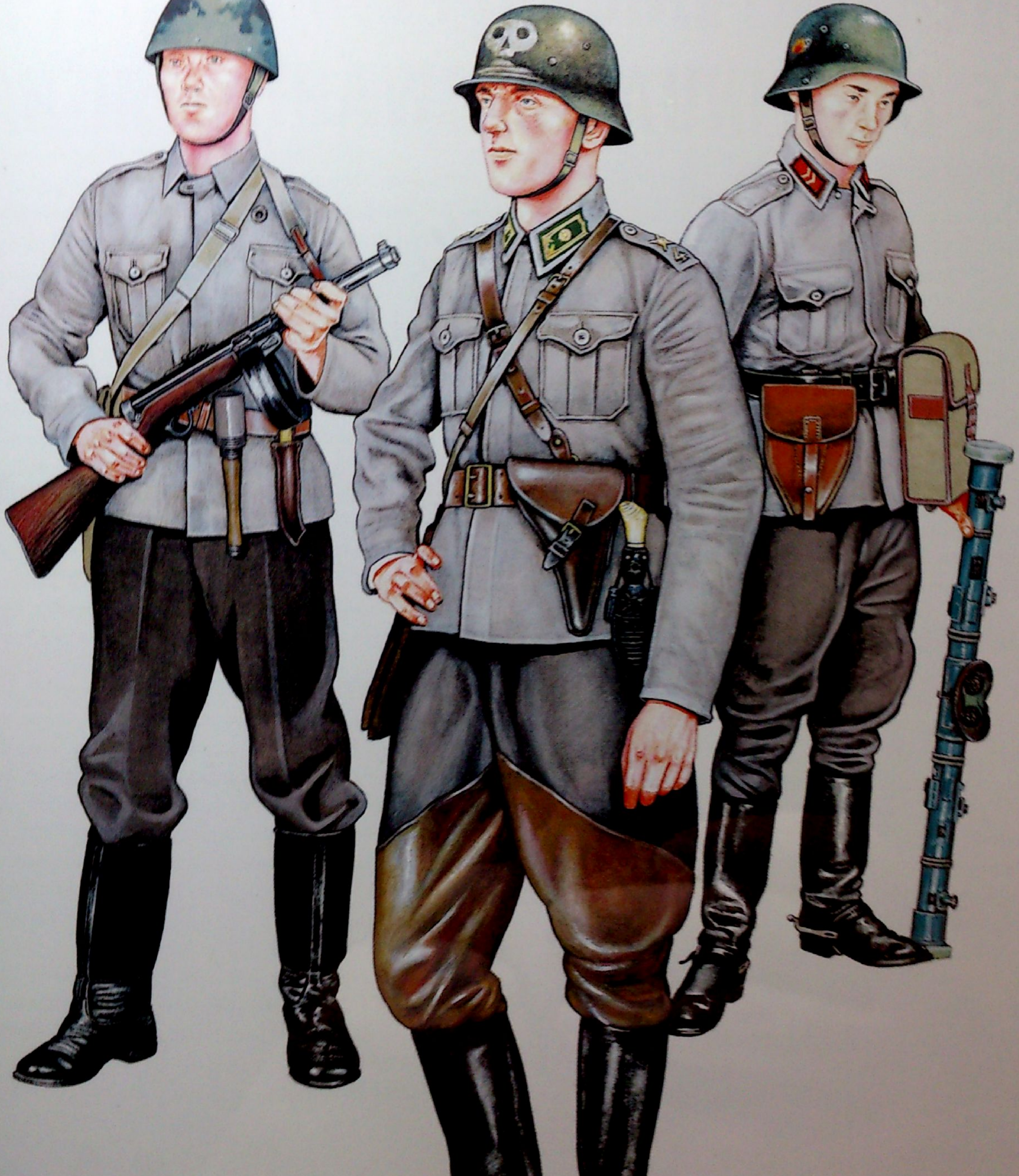
Artillery
0–1 gun from:
Anti-tank gun: light anti-tank gun (except for M42)
Artillery gun: light, medium or heavy
Anti-aircraft gun: 20 ItK/30 and 38 anti-aircraft gun, 40 ItK/38 anti-aircraft gun

Tanks and Assault Guns
0–1 vehicle from: tankettes, T-28 Postijuna, T-34 Sotka

Armoured Cars
0–1 vehicle from: BA-10, BA-20

Transports and Tows
0–1 transport vehicle per infantry unit in the Reinforced Platoon from: truck
0–1 tow from: artillery tractor, T-20 Komsomolets

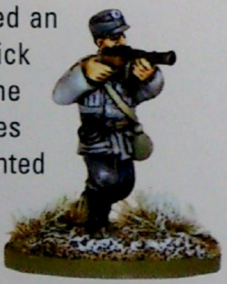
As the winter snows thaw, Finnish infantry scour a village for enemy troops



Finnish troops of the Continuation War, 1941–44 (L–R): Sub-machine gunner, Infantry; Major, Light Detachment, 4th Inf Div; Corporal, Horse Artillery, by Raffaele Ruggeri © Osprey Publishing Ltd. Taken from Elite 141:Finland at War 1939–45.

JUNE–SEPTEMBER 1944: THE CONTINUATION WAR

THE DEFENCE OF KARELIA



During the summer of 1944 Russia launched an offensive along the Karelian isthmus. A quick resolution was needed in order to free the troops tied up on the Finnish front. The Allies had landed in Normandy and Russians wanted to be first to reach Berlin. The Russian army had far superior quantities of tanks, planes and troops, but on the other hand Finns had access to the best equipment and troops so far.

A Finnish force for the Continuation War, the Defence of Karelia must comprise one or more Reinforced Platoons picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

THE DEFENCE OF KARELIA REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads: Continuation War rifle squad, Jääkäri light infantry squad, or Sissi recon squad

Plus:

Headquarters
0–1 Captain or Major
0–1 Medic Team
0–1 Forward Artillery Observer

Infantry
0–4 Infantry squads: Continuation War rifle squad, Jääkäri light infantry squad, or Sissi recon squad
0–1 Allied infantry squad
0–1 Kaukopartio squad
0–1 MMG team
0–1 Flamethrower team
0–1 Sniper team
0–1 Anti-tank team: anti-tank rifle team, Panzerschreck anti-tank team
0–1 Mortar team: light, medium or heavy

Artillery
0–1 gun from:
Anti-tank gun: light anti-tank gun, medium anti-tank gun, 75 PstK/40 anti-tank gun
Artillery gun: light, medium or heavy
Anti-aircraft gun: 20 ItK/30 and 38 anti-aircraft gun, 40 ItK/38 anti-aircraft gun

Armoured Cars
0–1 vehicle from: BA-10, BA-20

Tanks and Assault Guns
0–1 vehicle from: tankettes, T-28 Postijuna, T-34 Sotka, T-34/85 Pitkäputkinen Sotka, StuG III Sturmi, BT-42, KV-1 Klimi, captured vehicles (tanks/assault guns)

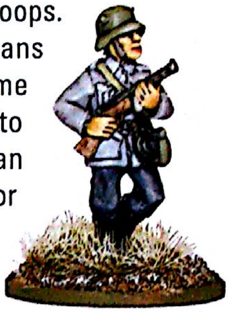
Transports and Tows
0–1 transport vehicle per infantry unit in the Reinforced Platoon from: truck, captured vehicles (transport/tows)
0–1 tow from: artillery tractor, T-20 Komsomolets, captured vehicles (transport/tows)

SPECIAL RULES

- **Captured Vehicles:** We have listed all the main captured vehicles used by the Finns up to the final year of the war as separate entries, but practically any such vehicle would be put to use, whilst knocked out tanks would be repaired and sent into action. To represent this, a Finnish army chosen for the Defence of Karelia Selector can include any of the following additional captured vehicles for which details can be found in the *Armies of the Soviet Union* book. Finnish crews are always Regular or Veteran.
  - **Tanks/Assault Guns:** T-37, T-40, T-50, T-60, T-70, OT-34, KV-8, KV85/IS 1, SU-76, SU-85, SU-122, SU-152. All of these vehicles are Unreliable (see special rules above) and thus benefit from a –25pts discount.
  - **Transports/Tows:** half-track truck, Gaz jeep

Finnish medium machine gun

SEPTEMBER 1944–APRIL 1945: WAR IN LAPLAND



One condition of the armistice with the Soviet Union was that Finland would evict the German troops. Using scorched earth tactics, the Germans performed a fighting retreat. By the same agreement, Finland had been obliged to transfer all its senior officers and veteran troops into reserves, so the units available for this new war were the least experienced. Fortunately this did not extend to the Kaukopartio units, amongst the best Finnish troops.

A Finnish force for the War in Lapland must comprise one or more Reinforced Platoons picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

WAR IN LAPLAND REINFORCED PLATOON

1 Lieutenant – First or Second
2 Continuation War rifle squads
Plus:

Headquarters

0–1 Captain or Major
0–1 Medic Team

Infantry

0–4 Infantry squads: Continuation War rifle squad, Sissi recon squad
0–1 Kaukopartio squad
0–1 MMG team
0–1 Sniper team
0–1 Flamethrower team
0–1 Anti-tank team: anti-tank rifle team, Panzerschreck team
0–1 Mortar team: light, medium or heavy

Armoured Cars

0–1 armoured car from: BA-10, BA-20

Tanks and Assault Guns

0–1 vehicle from: tankettes, T-28 Postijuna, T-34 Sotka, T-34/85 Pitkäputkinen Sotka, StuG III Sturmi

Transports and Tows

0–1 transport vehicle per infantry unit in the Reinforced Platoon from: truck
0–1 tow from: artillery tractor, T-20 Komsomolets

SPECIAL RULES

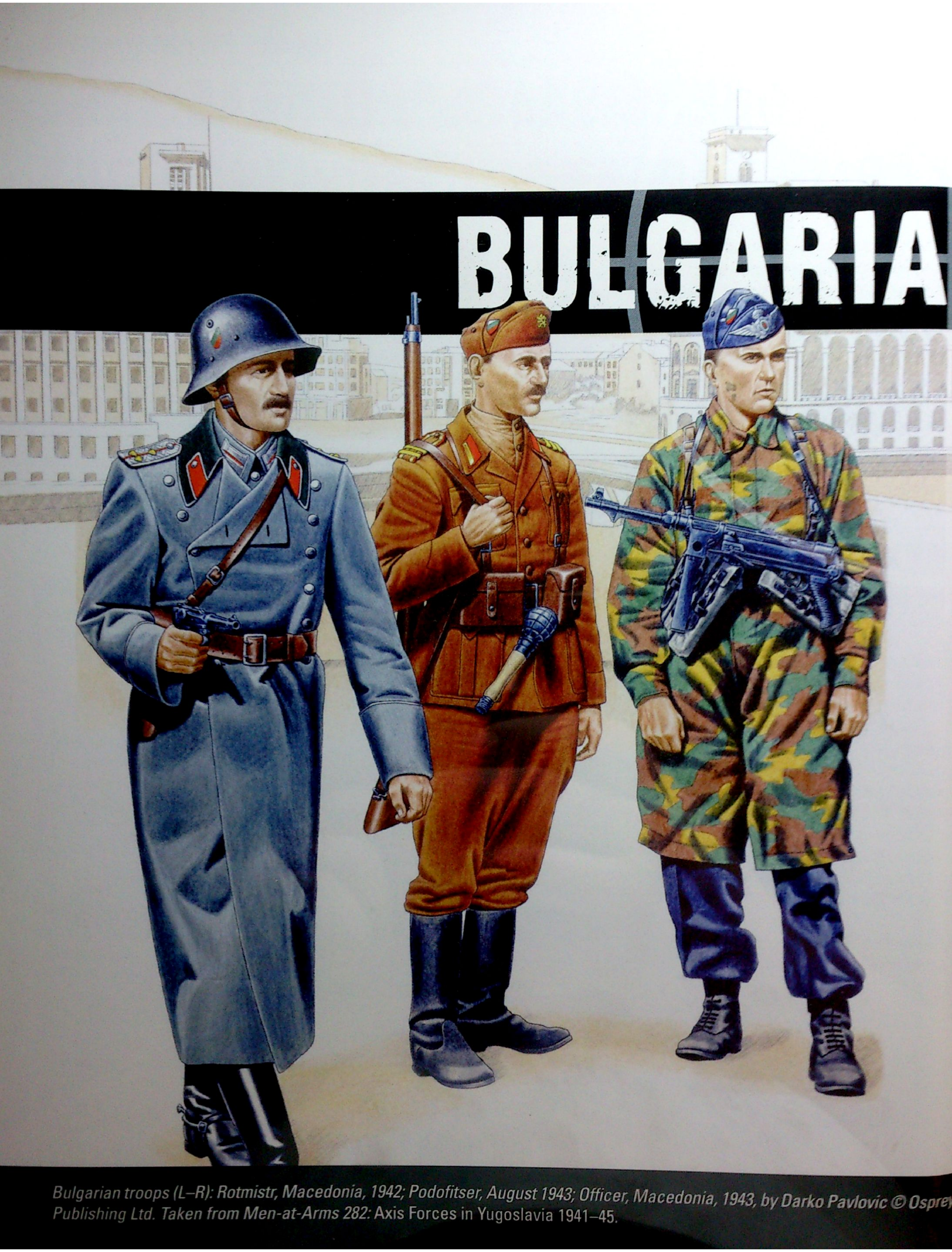
- **Best in Reserve:** Only tanks, assault guns and Kaukopartio units may be Veteran.

KP-31 'SUOMI KONEPISTOOLI' SUB-MACHINE GUN

Designed in Finland, this weapon was famous for its excellent accuracy and almost recoilless action. The Suomi KP was considered one of the best weapons of the era and was even adopted by some units of the Waffen SS. The only downsides were its small calibre of 9mm and the relatively high weight resulting from the mass-lock mechanism.

37mm Bofors light anti-tank gun

BULGARIA



Bulgarian troops (L–R): Rotmistr, Macedonia, 1942; Podofitser, August 1943; Officer, Macedonia, 1943, **by Darko Pavlovic © Ospre** *Publishing Ltd. Taken from Men-at-Arms 282:* Axis Forces in Yugoslavia 1941–45.

Bulgaria intended to maintain its neutrality at the start of hostilities. In 1941, German troops moved through Bulgaria to reinforce the Italians fighting in Greece, and Bulgaria found itself drawn into the conflict. Bulgaria joined the Tripartite Pact and became one of the Axis powers, but played little part in the wider war. Bulgarian troops did take part in the fighting in Greece, where the country's leaders took the opportunity to expand its borders to the south and west. These territorial ambitions were local affairs, a matter of dispute since World War I, and Bulgaria's chief war aims were to annexe what it saw as natural Bulgarian territory within its neighbour's borders.

Bulgarian forces played no role in the German attack upon the Soviet Union, with which the Bulgarian people had substantial cultural and historic links. The Bulgarian Soviet embassy continued to operate throughout the war, the only Axis country where this was the case. War with the Soviets stirred popular opinion against the Germans and encouraged the formation of partisan groups, most notably under the banner of the Bulgarian Communist Party. The Bulgarian army therefore found itself fighting a counter-insurgency war against different partisan groups operating within its expanded borders and the broader Balkan region.

Operations *Kugelblitz* and *Case Black* are examples of offensives launched by the Germans and Bulgarians against partisan groups. These attacks on resistance groups were concentrated in Greece, Yugoslavia, and even Bulgaria itself, and represented Bulgaria's primary contribution to the Axis war effort. This irregular warfare was to continue until the Soviet invasion in 1944, when the Bulgarians joined with the Soviets against their former allies. The Bulgarian army is thus one of the few forces that actually fought for both sides during the war, albeit in a supporting role.

For the most part, Bulgarian troops were equipped with old Austrian or modern German weapons, as well as some obsolescent vehicles captured by the Germans in France and passed on to the Bulgarian forces. This list may be used to represent a Bulgarian force from their entrance in the war in 1941, the fighting in the Balkans and the anti-partisan operations up to the end of 1944. Subsequent to the Soviet takeover, the Bulgarian army was quickly reformed along Soviet lines and issued with Soviet equipment and can be regarded as effectively part of that army from 1945, although the army as described here could reasonably be pitched against the German occupation forces in the last months of 1944.

THE FATHERLAND FRONT

When Germany invaded the Soviet Union, waves of protests rocked Bulgaria. Amidst the chaos, a communist resistance movement called the Fatherland Front was established, and grew in popularity. As news of Axis defeats spread, the allegiance of the Bulgarian people wavered. Partisan activity focused in the southern, mountainous regions of Bulgaria added to the general uneasiness of being an Axis member, but it wasn't until the summer of 1944 that the sentiment boiled over. The Fatherland Front sprang a rebellion against the German puppet government, and by September the Bulgarians had switched sides.

ARMY LIST

This is the official *Bolt Action* Army List for the forces of Bulgaria. Players can pick an army in either of two ways.

- Use the Reinforced Platoon selector from the *Bolt Action* rulebook in conjunction with the Army List in this book. To save referencing back to the rulebook, the generic Reinforced Platoon selector is repeated below.
- Instead of using the generic Reinforced Platoon selector, use any one of the theatre selectors on page 69-70 in conjunction with the Army List given in this book.

Either method is perfectly acceptable depending on what kind of game you wish to play. The first method uses the generic selector and is more flexible and therefore ideal for pick-up games against any opponent, as it allows for a wider variety of different kinds of troops and equipment. The second method, using the theatre selectors, is more historically representative and therefore better suited for games where a historical portrayal is envisaged. We imagine that players will, on the whole, prefer to fight battles within a specific historical context, in which case simply use the appropriate theatre selector to choose your army.

REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads

plus:

0–3 Infantry squads
0–1 Captain or Major
0–1 Medic
0–1 Forward Observer (either Artillery or Air)
0–1 Machine gun team
0–1 Mortar team
0–1 Sniper team
0–1 Anti-tank team
0–1 Field Artillery, Anti-aircraft or Anti-tank gun
0–1 Armoured Car
0–1 Tank or Tank Destroyer
0–1 Transport vehicles or tow (soft-skins or armoured) **per** infantry and artillery unit in the Reinforced Platoon

ARMY SPECIAL RULES

AXIS ALLIES

Outside of rear guard police work, Bulgarian forces operated almost exclusively in German-planned and organized operations. To represent this, a Bulgarian force may include one extra unit from either the German list in the *Bolt Action* Rulebook, or the *Armies of Germany* book, or the Italian Eastern Front theatre selector from this book (though no Italian army special rules apply). This unit does not count towards the normal platoon maximum, but it cannot be a Veteran unit, and cannot be a vehicle with a Damage Value of 10+ or greater

COUNTER-PARTISAN EXPERTS

The Bulgarian Army fought extensively throughout the Balkans in anti-resistance operations, making it an expert at countering enemy infiltration tactics. To represent this, when fighting against Bulgarians, snipers, observers and spotters cannot use their special deployment rules, and must instead be deployed like the rest of the force. In addition, enemies cannot Outflank the Bulgarians, but must always come in from their own table edge when arriving from Reserve.

TYPES OF UNIT

The list is divided into categories as follows:

1 Infantry	Headquarters units Infantry sections and teams
2 Artillery	Field artillery Anti-tank guns Anti-aircraft guns
3 Vehicles	Tanks Assault guns Transports and tows

INFANTRY

HEADQUARTERS UNITS

OFFICER

The Bulgarian army had many experienced, well-trained officers and an established military tradition. With the rapid expansion of the Bulgarian army, it was possible to find varying degrees of ability, so all levels of officer are represented.

Cost: Second Lieutenant 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
First Lieutenant 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Captain 95pts (Inexperienced), 110pts (Regular), 125pts (Veteran)
Major 135pts (Inexperienced), 150pts (Regular), 165pts (Veteran)
Team: 1 officer and up to 2 further men
Weapons: Pistol, sub-machine gun, or rifle as depicted on the models
Options:

- The officer may be accompanied by up to 2 men at a cost of +7pts per man (Inexperienced), +10pts per man (Regular), or +13pts per man (Veteran)

MEDIC

At times sympathetic to the plight of their foes, Bulgarian doctors often found themselves tending to their partisan enemies.

Cost: 30pts (Veteran)
Team: 1 medic and up to 2 further men
Weapons: Pistol or none as depicted on the model
Options:

- The medic may be accompanied by up to 2 men at a cost of +13pts per man (Veteran)

FORWARD OBSERVER

Given the nature of fighting against partisan forces, FO officers needed to locate the enemy quickly so that the advantage of artillery – of which resistance fighters had little – could be capitalized upon.

Cost: Artillery Forward Observer 100pts (Regular), 115pts (Veteran)
Team: 1 Forward Observer and up to 2 further men
Weapons: Pistol, sub-machine gun, or rifle as depicted on the models
Options:

- The observer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

INFANTRY SECTIONS AND TEAMS

INFANTRY SECTION

Bulgaria had seen much fighting since its establishment as an independent state in 1908 and soldiers were generally held in high regard. Infantry units were equipped in a manner similar to their German counterparts. Rifles were the Austrian Steyr-Mannlicher M1895 or German Kar98. Sub-machine guns used included the Austrian MP34 and German MP40. A group of riflemen operated around a firebase provided by a light machine gun, of which several designs were used, including the Austrian-designed MG30 and German MG34, as well as the Czech-manufactured ZB M39, which was very similar in appearance to a British Bren gun.

Cost: 50 pts (Regular)
Composition: 1 NCO and 4 men
Weapons: The NCO is armed with a pistol, all others with rifles
Options:

- Add up to 5 additional men with rifles at +10pts each
- One soldier may have a light machine gun for +20pts – another soldier becomes the loader
- Equip the NCO with a sub-machine gun for +3pts
- Arm one soldier with a panzerfaust for +10pts

Special Rules:

- Tank Hunters if unit equipped with a Panzerfaust

INEXPERIENCED INFANTRY SECTION

Serving essentially as a police force throughout the Balkans, Bulgarian troops were deployed in the occupied territories. Many of these men were conscripts with no love for the pro-Axis government issuing their orders. Some troops fled at the first opportunity and joined the partisans.

Cost: 35pts
Composition: 1 NCO and 4 men
Weapons: The NCO is armed with a pistol, all others with rifles
Options:

- Add up to 5 additional men with rifles at +7pts each
- One soldier may have a light machine gun for +20pts – another soldier becomes the loader
- Equip the NCO with a sub-machine gun for +3pts
- May be Shirkers for -3pts per man

Special Rules:

- Shirkers if option is chosen

MOUNTED SECTION

Bulgaria had a tradition of cavalrymen in its military. Horse-mounted soldiers proved exceptionally well qualified to hunt down partisan groups in areas inaccessible to more modern forms of transportation. The Bulgarian cavalry soldier excelled at tracking down resistance fighters in difficult terrain, dismounting after surrounding the enemy to launch an attack on foot. Light machine guns carried by cavalry included the Madsen.

Cost: 75pts (Veteran)
Composition: 1 NCO and 4 men mounted on horses
Weapons: Rifles
Options:

- Add up to 4 additional horse-mounted regular soldiers at +15pts each
- One soldier may have a light machine gun for +20pts – another soldier becomes the loader

Special Rules:

- The Bulgarian cavalry was not trained to charge into battle, but rather acted as a mobile reserve, or resistance pursuit unit. Bulgarian cavalry units may move into contact with an enemy unit while mounted. On the other hand, Bulgarian cavalry sections do not suffer the -1 to their leadership roll to arrive from reserve

MACHINE GUN TEAM

The Bulgarians used a variety of machine guns in the support role, including the World War I-vintage German MG08 Maxim-based design and more modern MG34s. Very few MG42s made their way into the Bulgarian army.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team: 3 men
Weapon: 1 MMG
Special Rules:

- Team weapon
- Fixed

PANZERSCHRECK TEAM

The Bulgarian army obtained modern man-carried anti-tank weapons from their German allies in the form of the Panzerschreck. The Panzerschreck fired rockets equipped with shaped-charge warheads. Such a weapon was invaluable in the hands of an infantryman without any other anti-tank support, as it was highly mobile and effective compared to even the smallest anti-tank gun.

Cost: 56pts (Inexperienced), 80pts (Regular), 104pts (Veteran)
Team: 2 men
Weapon: 1 Panzerschreck
Special Rules:

- Team weapon
- Shaped charge

ANTI-TANK RIFLE TEAM

The Bulgarians had both the German 13mm Mauser anti-tank rifle and larger 20mm Solothurn weapon. Both were effective against lightly armoured vehicles as well as against emplaced enemy.

Cost: 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
Team: 2 men
Weapon: 1 anti-tank rifle
Special Rules:

- Team weapon

SNIPER TEAM

K98 rifles, manufactured in Germany, were just one of the many weapons employed by Bulgarian sharpshooters in their battles with resistance fighters. Many Balkan freedom fighters fought against the occupying Bulgarians in their own backyards, setting up ambushes. Excellent shooters were a boon to rear guard forces in these situations.

Cost: 50pts (Regular), 65pts (Veteran)
Team: 2 men
Weapons: Rifle
Special Rules:

- Team weapon
- Sniper

LIGHT MORTAR

The principle infantry mortar used by the Bulgarians was the very effective 50mm German weapon. Mobile and easily redeployed, these were ideal light support weapons in the war against partisan fighters.

Cost: 24pts (Inexperienced), 35pts (Regular), 46pts (Veteran)
Team: 2 men
Weapon: 1 light mortar
Special Rules:

- Team weapon
- Indirect fire
- HE (D3)

MEDIUM MORTAR

The Bulgarian army used a variety of medium calibre mortars, but the most common was the 81mm Brandt designed by the French. The Brandt 81mm was adopted by many nations after World War I, and derivatives of the design are still in use today.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team: 3 men
Weapon: 1 medium mortar
Options:

- May add Spotter for +10pts

Special Rules:

- Team weapon
- Fixed
- Indirect fire
- HE (D6)

ARTILLERY

FIELD ARTILLERY

LIGHT ARTILLERY

Bulgarian infantry divisions were supported by a wide variety of light artillery guns. Largely lacking the industrial capacity to produce their own weapons, the Bulgarians mostly relied on imports from other nations. Light artillery pieces in use by the Bulgarians were Schneider, Krupp, Skoda and Bofors weapons of various types, including the 75mm M1915 Skoda mountain gun and the 75mm Krupp field gun. Light artillery provided the scant Bulgarian infantry divisions with some much-needed fire support, and was useful both in attack and defence for pinning down the opposition.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Crew: 3 men
Weapon: 1 light howitzer
Special Rules:

- Gun shield
- Team weapon
- Fixed
- Howitzer
- HE (D6)

MEDIUM ARTILLERY

The Bulgarians had a good number of guns in 105mm calibres, almost all manufactured by the German firm Krupp. These guns ranged from outdated World War I vintage to fairly modern guns delivered by Germany in 1942. Later, a large number of 105mm Skoda guns (105mm d/42) were delivered after being captured by the German army in Yugoslavia.

Cost: 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Team: 4 men
Weapons: 1 medium howitzer
Options:

- May add Spotter for +10pts

Special Rules:

- Gun shield
- Team weapon
- Fixed
- Howitzer
- HE (2D6)

HEAVY ARTILLERY

The Bulgarians possessed a little over two dozen heavy howitzers, many of them kept in secret (as various treaties forbade them from possessing such heavy weapons). Most of the weapons were the Krupp 150 L/17, which was a World War I weapon, but was still capable of delivering heavy fire support at just the right moment.

Cost: 88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Team: 5 men
Weapons: 1 heavy howitzer
Options:

- May add Spotter for +10pts

Special Rules:

- Gun shield
- Team weapon
- Fixed
- Howitzer
- HE (3D6)

ANTI-TANK GUNS

SKODA 37MM/70MM HYBRID GUN

Information on this weapon is scarce, but weapons of this type – with exchangeable barrels – enjoyed a brief vogue during the 1930s, and examples were produced by several companies including Vickers. The idea didn't really catch on, but the Bulgarians appear to have retained a number of Skoda guns with 37mm and 70mm barrels. There is evidence to suggest that the barrels could be swapped in a matter of a few minutes, making a single carriage usable in a variety of roles.

Cost: 48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)
Crew: 3 men
Weapon: 1 light anti-tank gun
Special Rules:

- Team weapon
- Fixed
- Gun shield
- Hybrid weapon – when ordering the gun to Advance, as well as repositioning it, the barrel of the gun can be changed, turning it from a light anti-tank gun into a light howitzer, or vice versa. Declare what barrel the gun starts the game with when you deploy it

BOFORS 37MM ANTI-TANK GUN

The Swedish-produced Bofors 37mm anti-tank gun could be found on most of the battlefields in the early part of the war. At the outbreak of war, the 37mm gun was quite potent. Being easily transportable, sporting a high rate of fire, and boasting good penetration, the 37mm could be counted on to stop early armour in its tracks. As the war progressed, however, the gun became obsolete, and was largely pulled from front-line service. The Bulgarians also had a number of German PaK 35/36 weapons in the same 36mm calibre, and the same details can be used for both light anti-tank guns.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Team: 3 men
Weapon: 1 light anti-tank gun
Special Rules:

- Team weapon
- Gun shield
- Fixed

ANTI-AIRCRAFT GUNS

20MM FLAK 38

The German-made 20mm Flak 38 was the mainstay of Bulgarian air defence.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Team: 3 men
Weapon: 1 light automatic cannon
Special Rules:

- Team weapon
- Fixed
- Flak

VEHICLES

TANKS

CV33 TANKETTE

The CV33 was an Italian-made tankette that was exported to numerous countries including Bolivia, China, Hungary, Spain, and many others. Bulgaria received just over a dozen of these tankettes. The more common export version (the CV33/II) probably never made its way to Bulgaria, leaving the Bulgarian version missing the dual machine-gun mount often seen in the deserts of North Africa.

Cost: 48pts (Inexperienced), 60pts (Regular)
Weapons: 1 forward-facing hull-mounted MMG
Damage Value: 7+ (tankette)

RENAULT R35

After the fall of France, the Germans possessed numerous French armoured fighting vehicles. Many of these were used for training, but large numbers were also given to their allies to bolster their armoured strength. The Bulgarians received a considerable number of R35s. By the time they received it, however, the tank was obsolete and only useful for anti-partisan duties.

Cost: 124pts (Inexperienced), 155pts (Regular)
Weapons: 1 turret-mounted low-velocity light anti-tank gun
Damage Value: 8+ (light tank)
Special Rules:

- 1-man turret: combining the roles of commander, gunner and loader in together and squeezing the man responsible into a tiny 1-man turret means it's hard to do different things at once! To represent this, it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned
- Armoured all round: the R35 was almost as heavily armoured at the sides and rear as at the front, so no modifiers apply for penetration when shooting at the sides, rear or from above. All shots count the full armour value
- Low velocity light anti-tank gun: the R35's puny weapon counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4
- Slow

Bulgarian R35 light tank

SOMUA S35

The Bulgarians received a number of Somuas, which they used for internal security operations against partisans.

Cost: 108pts (Inexperienced), 135pts (Regular)
Weapons: 1 turret-mounted light anti-tank gun with co-axial MMG
Damage Value: 8+ (light tank)
Special Rules:

- 1-man turret: combining the roles of commander, gunner and loader in together and squeezing the man responsible into a tiny 1-man turret means it's hard to do different things at once! To represent this

it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned
- Improved front armour: the Somua's relatively thick and well-sloped frontal armour has a rating of +1, giving it the same frontal value as a medium tank (9+)

ASSAULT GUNS

SEMOVENTE 47/32

This is the Italian assault gun supplied to the Bulgarians. This vehicle cannot be purchased as Veteran in Bulgarian service. See p.70.

TRANSPORTS AND TOWS

TRUCKS

Much of the Bulgarian forces were still many years away from full motorization, and thus any running trucks could have been requisitioned for use by the army, next to a handful of German-built trucks.

Cost: 31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)
Weapons: None
Damage Value: 6+ (soft skin)
Transport: 12 men
Tow: Light howitzer, light or medium anti-tank gun, light anti-aircraft gun

ARTILLERY TRACTORS

A number of Italian-made FIAT wheeled artillery tractors were in use with the Bulgarian army.

Cost: 12pts (Inexperienced), 15pts (Regular), 18pts (Veteran)
Weapons: None
Damage Value: 6+ (soft skin)
Tow: Any howitzer; any anti-tank gun, any anti-aircraft gun

THEATRE SELECTORS

The following theatre selector covers the main role that the Bulgarian army was used for during World War II – that of an occupation force.

Before playing a game, the players must decide the theatre selector from which they will pick their reinforced platoon. If they wish, opponents can 'match up' their armies so that they are contemporary with each other. In the case of the Bulgarians, that would limit the potential opponents somewhat to partisans and Greeks, both of which can be found in the *France and the Allies* supplement.

Obviously, there is nothing to stop players fighting battles between forces from different periods and theatres. Whilst not historically accurate, players often like to try 'what if' type games. In reality, a Bulgarian army up to 1944 will have very little chance of beating a late war army of any nation, lacking heavy tanks and anti-tank weapons. The points values will ensure that such a game of *Bolt Action* is fairly evenly balanced, but don't be surprised if you have trouble penetrating the armour of late-war super heavy tanks with a 37mm anti-tank gun.

1941–44: OCCUPATION FORCE

Partisan fighters from all over the Balkans faced Bulgarian occupation forces time and again in the early 1940s. Full-scale operations were launched, generally under the leadership of German officers, when resistance activity became too organized and disruptive. *Case Black* and Operation *Kugelblitz* were two such attacks made to quell Yugoslavian partisans led by Josip Tito in 1943. These missions were frequently undertaken, on a smaller scale, by Bulgarian forces throughout their involvement with their Axis powers, and every weapon available to the Bulgarians was used in an attempt to crush the uprisings.

A Bulgarian force for the Occupation Force selector must comprise one or more Reinforced Platoons picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

OCCUPATION FORCE REINFORCED PLATOON

1 Lieutenant
2 Infantry sections: infantry section, Inexperienced infantry section, Mounted section

Plus:

Headquarters
0–1 Captain or Major
0–1 Medic
0–1 Forward Observer (Artillery)

Infantry
0–4 Infantry sections: infantry section, Inexperienced infantry section, Mounted section
0–1 Machine gun team
0–1 Mortar team: light or medium
0–1 Sniper team
0–1 Anti-tank team: Panzerschreck or anti-tank rifle

Artillery
0–1 gun from:
Anti-tank gun, Skoda hybrid gun, Bofors 37mm light anti-tank gun
Field artillery: light artillery, medium artillery, heavy artillery
Anti-aircraft gun: 20mm flak 38 anti-aircraft gun

Armoured Car
0–1 armoured car (see Special Rules, below)

Tanks and Assault Guns
0–1 vehicle from: C33 tankette, Renault R35, Somua S35, Semovente 47/32 (also see Special Rules, below)

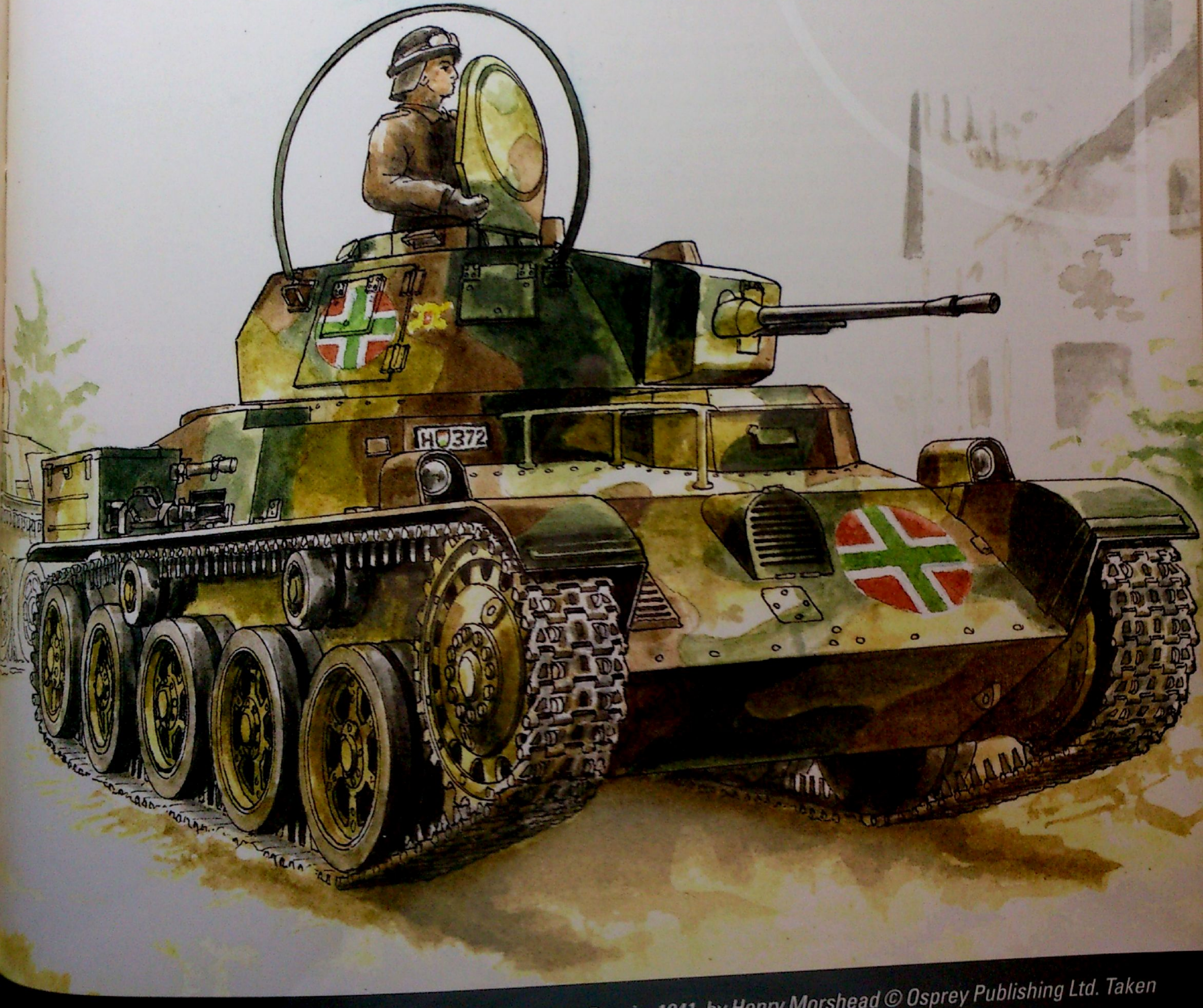
Transports and Tows
0–1 transport vehicle per infantry unit in the Reinforced Platoon: trucks
0–1 tow: artillery tractor

SPECIAL RULES

- **Axis Vehicles in Bulgarian Service:** The Germans provided the Bulgarian forces with many leftover armoured fighting vehicles, significantly bolstering the Bulgarian armoured forces. You may use any of the following vehicles (the German ones can be taken from either the *Armies of Germany* book or the *Bolt Action* main rulebook). However, because the Bulgarians did not engage in a significant number of armoured engagements, none of these vehicles may be purchased as Veterans.
  - **Tanks:** Panzer 35(t) or Panzer 38(t), Panzer IV D, E, F, or G, Jagdpanzer IV, StuG III
  - **Armoured Cars:** SdKfz 222, SdKfz 232 (8-rad)

Bulgarian Panzer 38(t)

HUNGARY



Hungarian Toldi I, 2nd Reconnaissance Brigade, 1st Fast Corps, Russia, 1941, by Henry Morshead © Osprey Publishing Ltd. Taken from New Vanguard 199: Tanks of Hitler's Eastern Allies 1941–45.

At the end of World War I, the Austro-Hungarian Empire ceased to exist. The Allies, particularly the United States, pushed for self-determination for the many ethnic groups that were part of the empire. As separate nations were established, the old empire was gone, and Hungary was now a mere shadow of its former self. As the country declined, it increasingly became dependent on trade with Italy and Germany to make up for the lost population and industry to the newly independent states.

Germany used its influence to persuade Hungary to help with the invasion of Yugoslavia, as this satellite needed to be under control prior to the invasion of Russia. Yugoslavia had pledged its allegiance to Germany, but an ill-timed coup that brought in a pro-British king spelled the end of Yugoslavia. Though reluctant to fight the Soviets, an aerial bombing incident resulted in the Hungarians throwing in their lot completely with Germany. The Hungarian forces were put under the overall command of the German Wehrmacht and used in Operation *Barbarossa*, pushing as far as Stalingrad. The Hungarian army swelled from a peace time strength of 80,000 to over 200,000. The force's effectiveness was dampened by ineffective equipment and limited training as well as by the harsh weather. Most motorized units were organized into a Mobile Corps and used to reinforce the German push deep into Russia. The remaining non-motorized troops were generally used to secure and defend occupied territory.

The well-supplied but quickly trained Hungarian Second Army accompanied the German Second Army Group South in the invasion of southern Russia, finally arriving at the battle of Stalingrad. The Hungarians were dealt a huge defeat in the face of a Russian pincer attack near Svoboda on the Don River. This effectively destroyed the Hungarian Second Army as a fighting force.

After the battle of Stalingrad and the crushing defeat of the Second Hungarian Army, most Hungarian forces were switched to defence as anti-Axis sentiment grew at home. The prime minister saw the writing on the wall and started secret negotiations with the Allies. Though the Allies kept negotiations secret from the Soviets, the Germans discovered them, resulting in a German invasion of Hungary in the spring of 1944.

PÁL TELEKI, PRIME MINISTER OF HUNGARY (1920–21, 1939–41)

Born into a political household in Budapest in 1879, Pál Teleki became an accomplished academic, earning a PhD in 1903. He was also a volunteer in World War I prior to becoming prime minister of Hungary for the first time in 1920.

Hungary had been very roughly treated at the Paris Peace Conference at the end of World War I, which motivated Teleki to balance an extremely tricky political situation for Hungary leading up to participation in World War II. Teleki's main aim was to support and establish Hungarian independence and freedom of action while the storm of war swept over Europe.

The traditional friendly relations between Poland and Hungary resulted in the prime minister refusing German access to Hungarian resources in staging the attack on Poland in September 1939. With the swift fall of Poland, war seemed to be closing in on Hungary, and Germany was free to make demands for economic and material support from the Hungarians. Teleki continued to manage these demands while preserving Hungary's non-belligerent status for a short time.

With the planned invasion of Yugoslavia, Teleki was in an extremely difficult position. He could resist the Germans who had requested permission to cross Hungary for the invasion, or he could betray his non-aggression promise to Yugoslavia. Either option would effectively end the neutral position of Hungary, and put the country under control of Germany. In the end, Teleki was not to decide at all; King Miklós Horthy had decided to ally with the Germans. Teleki committed suicide that night.

The Hungarian military was equipped with variants of the Steyr-Mannlicher M95, the Puska 35M or German variant Mannlicher Gew. 98/40 7.92mm rifle. Early in the war there were very few anti-tank weapons, which made Hungarian units ineffective when opposed by concentrated armour formations. As the war raged, the Hungarians increasingly equipped themselves with German Panzerschreck, PaK 40s, StuG assault guns, etc. Like most participants in the World War I, artillery was in ready supply and had increased effectiveness due to advances in communications.

ARMY LIST

This is the official *Bolt Action* Army List for the forces of Hungary. Players can pick an army in either of two ways.

- Use the Reinforced Platoon selector from the *Bolt Action* rulebook in conjunction with the Army List in this book. To save referencing back to the rulebook, the generic Reinforced Platoon selector is repeated below.
- Instead of using the generic Reinforced Platoon selector, use any one of the theatre selectors on page 81-84 in conjunction with the Army List given in this book.

Either method is perfectly acceptable depending on what kind of game you wish to play. The first method uses the generic selector and is more flexible and therefore ideal for pick-up games against any opponent, as it allows for a wider variety of different kinds of troops and equipment. The second method, using the theatre selectors, is more historically representative and therefore better suited for games where a historical portrayal is envisaged. We imagine that players will, on the whole, prefer to fight battles within a specific historical context, in which case simply use the appropriate theatre selector to choose your army.

REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads

plus:

0–3 Infantry squads
0–1 Captain or Major
0–1 Medic
0–1 Forward Observer (either Artillery or Air)
0–1 Machine gun team
0–1 Mortar team
0–1 Sniper team
0–1 Anti-tank team
0–1 Field Artillery, Anti-aircraft or Anti-tank gun
0–1 Armoured Car
0–1 Tank or Tank Destroyer
0–1 Transport vehicles or tow (soft-skins or armoured) **per** infantry and artillery unit in the Reinforced Platoon

ARMY SPECIAL RULES

AXIS SUPPORT

Hungarian forces operated in close support of German forces and thus were often 'stiffened' by German units. To represent this, a Hungarian force may include one extra unit from either the German list in the *Bolt Action* Rulebook, or the *Armies of Germany* book, or the Italian Eastern Front theatre selector from this book (though no Italian army special rules apply). This unit does not count towards the normal platoon maximum, but it cannot be a Veteran unit, and cannot be a vehicle with a Damage Value of 10+ or 11+ (with the exception of a Tiger I, which can be included)

EXPERIENCED OFFICER CORPS

Hungarian officers had extensive training, and were renowned for their leadership abilities. All Hungarian HQ units are Fanatics, as described on p.70 of the *Bolt Action* rulebook.

TYPES OF UNIT

The list is divided into categories as follows:

1 Infantry	Headquarters units Infantry sections and teams
2 Artillery	Field artillery Anti-tank guns Anti-aircraft guns
3 Vehicles	Tanks Assault guns Armoured cars and recce vehicles Transports and tows

INFANTRY

The Hungarians had to expand their army very quickly after committing to the Axis war effort. The army was already hindered by the diverse ethnic make up of the rank-and-file including Hungarians, Slovaks, Ukranians and Romanians. The lack of time available for preparation did not help matters. At the start of the war against the Soviet Union, the Hungarian infantry found themselves lacking in effective anti-tank weaponry just like their German allies. Unlike the Germans, the average Hungarian soldier did not view the Soviets as their mortal enemy. On the plus side, the Hungarians did have a very effective and modern training programme for officers, especially staff officers, which made up for some of these constraints.

HEADQUARTERS UNITS

OFFICER

Since 1872, the Ludovica Military Academy had been turning out competent and efficient officers and graduated the majority of officers for the Hungarian Army. A core of competent and educated officers struggled to handle the large expansion of the Hungarian Army to meet the needs of the Eastern Front. The Hungarians enjoyed a professional and experienced core of staff officers.

Cost: Second Lieutenant 50pts (Regular), 65pts (Veteran)
First Lieutenant 75pts (Regular), 90pts (Veteran)
Captain 110pts (Regular), 125pts (Veteran)
Major 150pts (Regular), 165pts (Veteran)
Team: 1 officer and up to 2 further men
Weapons: Pistol, sub-machine gun, or rifle as depicted on the models
Options:

- The officer may be accompanied by up to 2 men at a cost of +7pts per man (Inexperienced), +10pts per man (Regular), or +13pts per man (Veteran)

MEDIC

The relatively modern development of the combat medic greatly increased the chances of survival for wounded soldiers. A fully integrated, professionally trained, front-line medic was a welcome sight to the modern soldier, especially on the Eastern Front.

Cost: 30pts (Veteran)
Team: 1 medic and up to 2 further men
Weapons: Pistol or none as depicted on the model
Options:

- The medic may be accompanied by up to 2 men at a cost of +13pts per man (Veteran)

FORWARD OBSERVER

The advances in field communication significantly increased the frequency and effectiveness of observed artillery fire in World WarII. The development of sturdy, reliable handsets, such as the Czech VZ-35, made artillery very effective and allowed for very close co-ordination between relatively small units and lighter, more mobile artillery assets.

Cost: Artillery Forward Observer 100pts (Regular), 115pts (Veteran)
Team: 1 Forward Observer and up to 2 further men
Weapons: Pistol, sub-machine gun, or rifle as depicted on the models
Options:

- The observer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

INFANTRY SECTIONS AND TEAMS

REGULAR INFANTRY SECTION

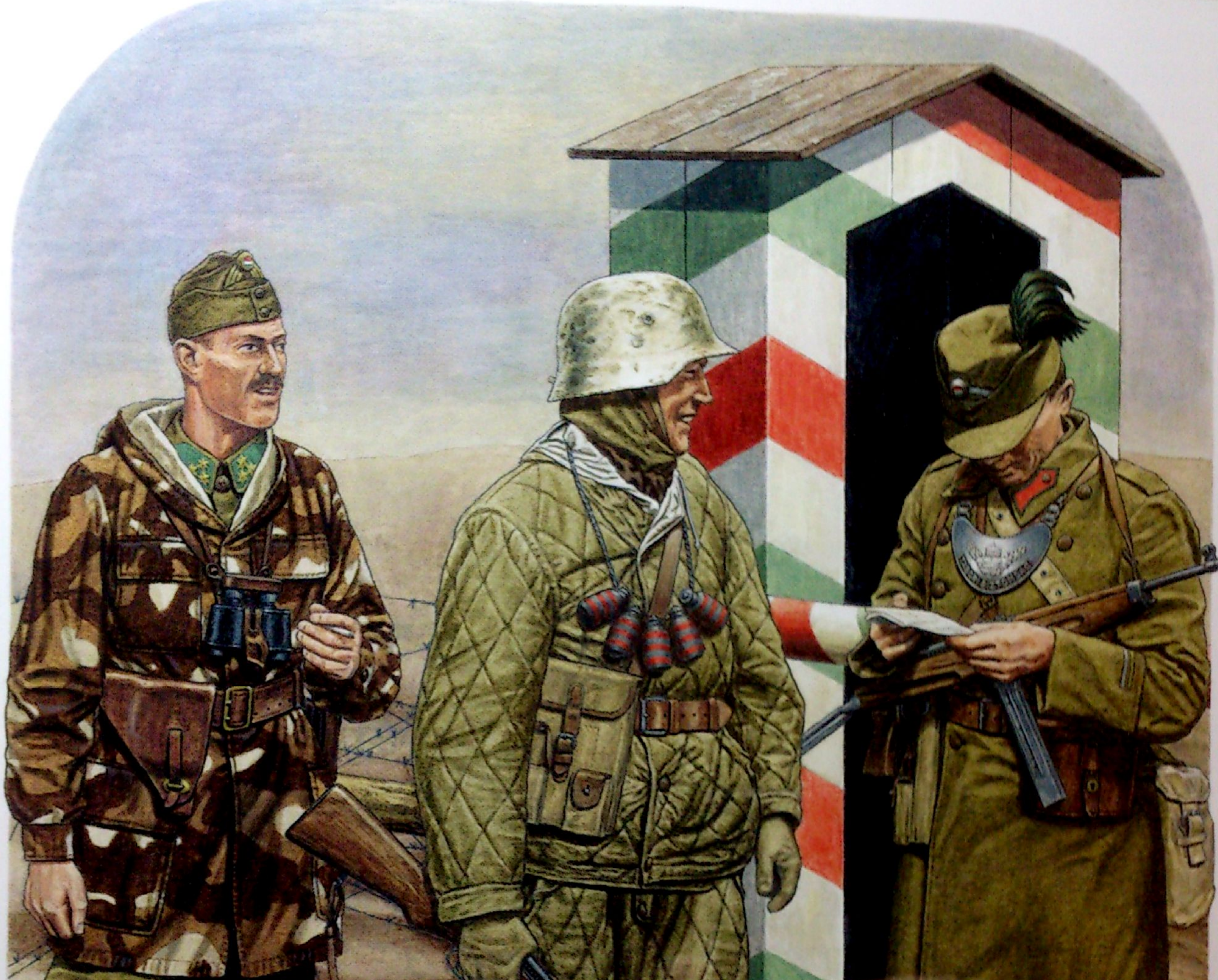
The basic infantry squad consisted of up to 13 men: 1 commander, 1 NCO and up to 11 additional soldiers. The basic soldier was equipped with the Puska 35M bolt-action rifle. Later in the war, the Gew.98/40 rifle (Puska 43M) was developed in Hungary under German contract. It was provided to both German and Hungarian troops for the Eastern Front. Captured Soviet and some modern German equipment was also available. The squad machine gun was likely to be the MG30. The most common sub-machine gun was the Hungarian-manufactured Danuvia. The level of individual soldier training was quite variable, but complemented by the excellent, though small, Hungarian officer corps.

Cost: 50pts (Regular)
Composition: 1 NCO and 4 men
Weapons: The NCO is armed with a pistol, all others with rifles
Options:

- Add up to 8 additional men with rifles at +10pts each
- One soldier may have a light machine gun for +20pts – another soldier becomes the loader
- Equip the NCO with a sub-machine gun for +3pts
- Arm one soldier with a Panzerfaust for +10pts
- Equip the entire squad with anti-tank grenades for +2pts per model

Special Rules:

- Tank Hunters if unit equipped with a Panzerfaust or anti-tank grenades



Hungarian troops of the battle of Budapest, 1944–45 (L–R): Százados, Parachute Assault Regt, Szent László Div; Szakaszvezetö, 10th Recce Bn; Alhadnagy, MP Co, 10th Inf Div, by Darko Pavlovic © Osprey Publishing Ltd. Taken from Men-at-Arms 449: The Royal Hungarian Army in World War II.

INEXPERIENCED INFANTRY AND BORDER GUARD DEFENCE FORCE SECTION

The Hungarian Defence Force expanded very rapidly to provide much-needed troops for the invasion of Russia. As the war dragged on, the army was forced to dig deeper and deeper into the pool of potential candidates. Many of these troops served without sufficient transport and other equipment and were suited mainly to performing security duty in occupied territory.

Cost: 35pts (Inexperienced)
Composition: 1 NCO and 4 men
Weapons: The NCO is armed with a pistol, all others with rifles
Options:

- Add up to 8 additional men with rifles at +7pts each
- One soldier may have a light machine gun for +20pts – another soldier becomes the loader
- Equip the NCO with a sub-machine gun for +3pts

LIGHT INFANTRY OR MOUNTAIN INFANTRY SECTION

Most of the Hungarian motorized assets were dedicated to the Mobile Corps and the Second Hungarian Army. These formations were the best equipped of all of the Hungarian fighters. There were also mountain troops, like the 1st and 2nd Mountain Brigades, that had a higher level of training and standards than normal troops that can be represented by this entry.

Cost: 65pts (Veteran)
Composition: 1 NCO and 4 men
Weapons: The NCO is armed with a pistol, all others with rifles
Options:

- Add up to 8 additional men with rifles at +13pts each
- One soldier may have a light machine gun for +20pts – another soldier becomes the loader
- Equip the NCO and up to one other soldier with a sub-machine gun for +3pts each

CAVALRY SECTION

Cavalry was quite common on the Eastern Front, with Hungarian forces being no exception. Most cavalry did not operate as the romantic 'Charge of the Light Brigade'-type cavalry, but instead functioned as mounted infantry able to rapidly re-deploy to exploit a breakthrough or reinforce a gap.

Cost: 90pts (Veteran)
Composition: 1 NCO and 5 men mounted on horses
Weapons: Rifles
Options:

- Add up to 4 additional horse-mounted regular soldiers at +15pts each

Special Rules:

- The Hungarian cavalry was not trained to charge into battle, but rather acted as a mobile reserve or pursuit unit. Hungarian cavalry units may move into contact with an enemy unit while mounted. On the other hand, Hungarian cavalry sections do not suffer the -1 to their leadership roll to arrive from reserve

MACHINE GUN TEAM

The Schwarzlose 7/31M heavy machine gun was used extensively in World War I and put to use right away in the new conflict. The Hungarians also used the German MG34 and MG42 extensively, as well as captured Soviet models.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team: 3 men – firer and two loaders
Weapon: 1 MMG
Special Rules:

- Team weapon
- Fixed
- German machine gun: roll one extra shot when firing the MMG

ANTI-TANK RIFLE TEAM

The Solothurn anti-tank rifle was a cross between a true anti-tank rifle and a light anti-tank gun. Featuring a light wheeled carriage and a magazine-feed, the Solothurn could achieve a rate of fire of up to 20 rounds per minute.

Cost: 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
Team: 2 men
Weapon: 1 anti-tank rifle
Special Rules:

- Team weapon

PANZERSCHRECK TEAM

The Panzerschreck was one of the many man-portable anti-tank weapons developed to combat the increasingly thick armour of tanks. The Panzerschreck's 88mm shaped-charge rocket could penetrate all but the heaviest Soviet tanks, and was increasingly available in the Hungarian Army as the war dragged on.

Cost: 56pts (Inexperienced), 80pts (Regular), 104pts (Veteran)
Team: 2 men
Weapon: 1 Panzerschreck
Special Rules:

- Team weapon
- Shaped charge

SNIPER TEAM

The Hungarians adapted standard firearms for sniper use, especially the Puska 35M or captured Mosin-Nagant M1891/30 with the PU and the PR/PEM scope.

Cost: 50pts (Regular), 65pts (Veteran)
Team: 2 men
Weapons: Rifle
Special Rules:

- Team weapon
- Sniper

LIGHT MORTAR

The need to supply front line troops with a very quick and effective mortar was met with the Hungarian 50mm 39/40M. These weapons filled an essential role in the violent battle on the Eastern Front, giving infantry a portable, if weaker, form of artillery support.

Cost: 24pts (Inexperienced), 35pts (Regular), 46pts (Veteran)
Team: 2 men
Weapon: 1 light mortar
Special Rules:

- Team weapon
- Indirect fire
- HE (D3)

MEDIUM MORTAR

Like virtually all nations, the Hungarians adopted a medium mortar based on the French Brandt 81.4mm. The 36/39M was common throughout the Hungarian Defence Force and employed modern shaped charges to good effect.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team: 3 men
Weapon: 1 medium mortar
Options:

- May add Spotter for +10pts

Special Rules:

- Team weapon
- Fixed
- Indirect fire
- HE (D6)

ARTILLERY

FIELD ARTILLERY

LIGHT ARTILLERY

With the improvements in communications and the need to supply quick, accurate fire support, most nations developed a series of light pieces to be used close to the front lines. The Hungarian Defence Force used a variety of small calibre cannon to provide quick support for the infantry. The Skoda 75mm mountain gun M1915 is an example of the lightweight, easy to transport pieces in use.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Crew: 3 men
Weapon: 1 light howitzer
Special Rules:

- Gun shield
- Team weapon
- Fixed
- Howitzer
- HE D6

MEDIUM ARTILLERY

In World War I, the Austro-Hungarian Empire used the 100mm Skoda Houfnice VZ 14, later improved to the VZ 14/19 to increase range. Many of these pieces remained in use throughout the territory of the old empire, providing 24 guns for support at the divisional level. With ready availability, the guns were pressed into service in large numbers, but lacked sufficient motorized transport to be used to full effectiveness.

Cost: 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Team: 4 men
Weapons: 1 medium howitzer
Options:

- May add Spotter for +10pts

Special Rules:

- Gun shield
- Team weapon
- Fixed
- Howitzer
- HE 2D6

HEAVY ARTILLERY

The Skoda 14/35 and 14/39 of 149mm guns were very large artillery pieces with their origin in World War I. Many of the pieces found their way into the arsenals of both the victor and the vanquished for the second round. The large 40kg shells provided a devastating bombardment for the advancing infantry.

Cost: 88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Team: 5 men
Weapons: 1 heavy howitzer
Options:

- May add Spotter for +10pts

Special Rules:

- Gun shield
- Team weapon
- Fixed
- Howitzer
- HE 3D6

ANTI-TANK GUNS

LIGHT ANTI-TANK GUN

The Hungarians used weapons from 37mm to 40mm calibers, with the main advantage being their speed to deploy. The Hungarian design was the Skoda A17 of 40mm calibre, whilst the Germans supplied the 37mm PaK 36. A version of the PaK 36 was produced to use the 40mm ammunition of the Hungarian gun. However, the Hungarians quickly discovered that the guns were of little to no use against the Soviet T-34.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Team: 3 men
Weapon: 1 light anti-tank gun
Special Rules:

- Team weapon
- Gun shield
- Fixed

MEDIUM ANTI-TANK GUN

Gradually, all belligerents in World War II started to deploy higher calibre anti-tank guns to deal with the increasing number of medium and heavy tanks. Among these, the Hungarian Defence Force used the 50mm German PaK 38 and PaK 97/38.

Cost: 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Team: 3 men
Weapon: 1 medium anti-tank gun
Special Rules:

- Team weapon
- Fixed
- Gun shield

HEAVY ANTI-TANK GUN

The Hungarians made use of the 75mm German PaK 40 to fulfill the anti-tank needs of infantry formations faced by increasing numbers of Soviet tanks. This gun was very effective against all tanks, and was desperately needed to blunt the impact of the Soviet heavy tanks that appeared on the Eastern Front.

Cost: 88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Team: 4 men
Weapons: 1 heavy anti-tank gun
Special Rules:

- Team weapon
- Gun shield
- Fixed

ANTI-AIRCRAFT GUNS

40MM BOFORS ANTI-AIRCRAFT GUN

The Bofors 40mm was the most common anti-aircraft gun of the war. The Bofors saw action in every theatre, and provided a reliable anti-aircraft mount that is still in use today. The Hungarians utilized the Bofors on the Eastern Front, where it proved invaluable in keeping Soviet air sorties at bay.

Cost: 48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)
Team: 3 men
Weapon: 1 heavy automatic cannon
Special Rules:

- Team weapon
- Fixed
- Flak

HUNGARIAN 38M LIGHT TANK TOLDI

This tank was based on the Swedish Stridsvagn L-60 and built under contract in Hungary from 1939 to 1942. Typical of 1930s designs, the tank had a 20mm cannon and only 20mm of armour, though this was increased over time. The tank featured four road wheels with a front drive sprocket and rear idler wheels. It had a gasoline V-8 engine, which provided a top speed of 29mph.

The Toldi was first employed in the 1941 invasion of Yugoslavia with the Hungarian Third Army under Lieutenant General Elemér Gorondy-Novak. Yugoslavia was crushed by the Axis in short order, but facing the Yugoslav tank force was no preparation for facing the Soviet Union.

Much like the Panzer II, the Hungarians saw that this tank was horrifyingly inadequate when matched against the Soviet T-34, which was nearly 3 times its size. This forced the Toldi tank into more of a reconnaissance role, where its good radio and good speed could be of some use. With over 200 made, only two examples survive to this day.

VEHICLES

TANKS

CV33 OR CV35 TANKETTE

The FIAT Ansaldo CV33 light tank was really more of a tankette due to its very small size. The Hungarians fixed the Brno ZB vz. 26 light machine gun to the Italian-made tank. The CV35 features a twin machine gun mount and bolted on armour. These vehicles were vulnerable to most anti-tank rifles, not to mention the T-34s that quickly appeared on the Eastern Front.

Cost: 48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)
Weapons: 1 forward-facing hull-mounted MMG
Damage Value: 7+ (tankette)
Options:

- CV35: replace the single MMG with two MMGs for +10pts

TOLDI II

The 38M Toldi light tank was produced under license from Sweden and based on the L-60. The Toldi was effective in the invasion of Yugoslavia, but like many early war designs it faced tough challenges against Soviet tanks such as the T-34 and KV-1. The Toldi II was an up-armoured version of the lighter Toldi I (see Recce Vehicles). The IIa version featured a 40mm gun to give the tank a bit more punch. Principal service: 1940–44. Numbers manufactured: 122.

Cost: 72pts (Inexperienced), 90pts (Regular), 108pts (Veteran)
Weapons: Turret-mounted anti-tank rifle with co-axial MMG
Damage Value: 8+ (light tank)
Options:

- Replace the anti-tank rifle with a light anti-tank gun for +35pts

40M TURÁN

The 40M Turán I was based on Skoda T-21 tank prototypes taken over by the Germans following the annexation of Czechoslovakia. The tank featured the Hungarian 40mm A17 anti-tank gun and 50mm of frontal armour. Although comparable to many early war tanks, the Turan was outmatched by Soviet tanks such as the T35. The response was to re-fit the tank with a larger turret and 75mm gun. Principal service: 1940–44. Numbers manufactured: 285 Turan I, 139 Turan II.

Cost: 140pts (Inexperienced), 175pts (Regular), 210pts (Veteran)
Weapons: Turret-mounted light anti-tank gun with co-axial MMG, forward-facing hull-mounted MMG
Damage Value: 9+ (medium tank)
Options:

- Replace the turret-mounted light anti-tank gun with a medium anti-tank gun (Turan II) for +20pts

A Tiger I in Hungarian colours on the prowl

ASSAULT GUNS

43M ZRÍNYI II

Based on the Turán II chassis, the Zrínyi II had a powerful 105mm 40M/43M L/20 howitzer, which greatly increased the capability of Hungarian forces. The Zrínyi II was very similar in design and function to the StuG III G, with the Hungarian forces eventually equipped with the German assault gun to make up for production shortages. The assault gun first saw service in Galicia in 1944. Principal service: 1944. Numbers manufactured: around 50.

Cost: 148pts (Inexperienced), 185pts (Regular), 222pts (Veteran)
Weapons: 1 forward-facing hull-mounted medium howitzer and one crew-carried MMG with 360° arc of fire
Damage Value: 9+ (medium tank)
Options:
- Add a forward-facing pintle-mounted MMG for +15pts

Special Rules:
- The crew can either shoot the Zrínyi main gun or the MMG – but not both

ARMOURED CARS AND RECCE VEHICLES

CSABA 39M

Named after a famous son of Attila, king of the Huns, the Csaba 39M was produced in Hungary based on designs by Nicholas Straussler, a Hungarian designer living and working in Great Britain between the wars. Principal service: 1939–44. Numbers manufactured: 101.

Cost: 68pts (Inexperienced), 85pts (Regular), 102pts (Veteran)
Weapons: One turret-mounted anti-tank rifle with co-axial MMG
Damage Value: 7+ (armoured car)
Options:
- Replace the anti-tank rifle and co-axial MMG with a turret-mounted MMG and radio aerials for +15pts (representing the command version 40M Csaba)

Special Rules:
- Recce (dual direction steering)
- Command vehicle (if Csaba 40M option is chosen)

TOLDI I

The Toldi I was a light tank, but it was used in the reconnaissance role and has been included under the armoured cars category. It featured a turret-mounted 20mm anti-tank rifle, a 3-man crew and up to 20mm in armour thickness. Principal service: 1940–44. Numbers manufactured: 80.

Cost: 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Weapons: 1 turret-mounted anti-tank rifle with co-axial MMG
Damage Value: 7+ (tankette)
Special Rules:
- Recce

ANTI-AIRCRAFT VEHICLES

NIMROD SELF-PROPELLED ANTI-AIRCRAFT GUN

The 40M Nimrod was a self-propelled anti-aircraft platform based on the Swedish Landsverk L-62. The Nimrod mounted a 40mm Bofors anti-aircraft cannon in an open-topped turret, but was intended to be used in a secondary anti-tank role as the situation allowed. Though it was mostly ineffective against heavy Soviet armour, the Nimrod was still a highly prized vehicle for its ability to keep up with mechanized forces and provide air cover at a moment's notice. Principal service: 1940–44. Numbers manufactured: 135.

Cost: 72pts (Inexperienced), 90pts (Regular), 108pts (Veteran)
Weapons: 1 turret-mounted heavy autocannon
Damage Value: 7+ (tankette)
Special Rules:
- Flak
- Open-topped

TRANSPORTS AND TOWS

MISCELLANEOUS TRUCKS

Most general-purpose trucks came in 2½–3-ton varieties, and the Hungarians used many varieties throughout the war. The lighter 1.5-ton 38M Botond was very common and was used to transport infantry, tow anti-tank guns and other general-purpose hauling. Like most armies, motorized transport was chronically short and limited the maneuverability of infantry formations.

Cost: 31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)
Weapons: None
Damage Value: 6+ (soft skin)
Transport: 12 men
Tow: Light howitzer, light or medium anti-tank gun, light anti-aircraft gun

ARTILLERY TRACTORS

Several wheeled artillery tractors were in use with the Hungarian army. Principal service: 1940–44. Numbers manufactured: unknown.

Cost: 12pts (Inexperienced), 15pts (Regular), 18pts (Veteran)
Weapons: None
Damage Value: 6+ (soft skin)
Tow: Any howitzer; any anti-tank gun, any anti-aircraft gun

THEATRE SELECTORS

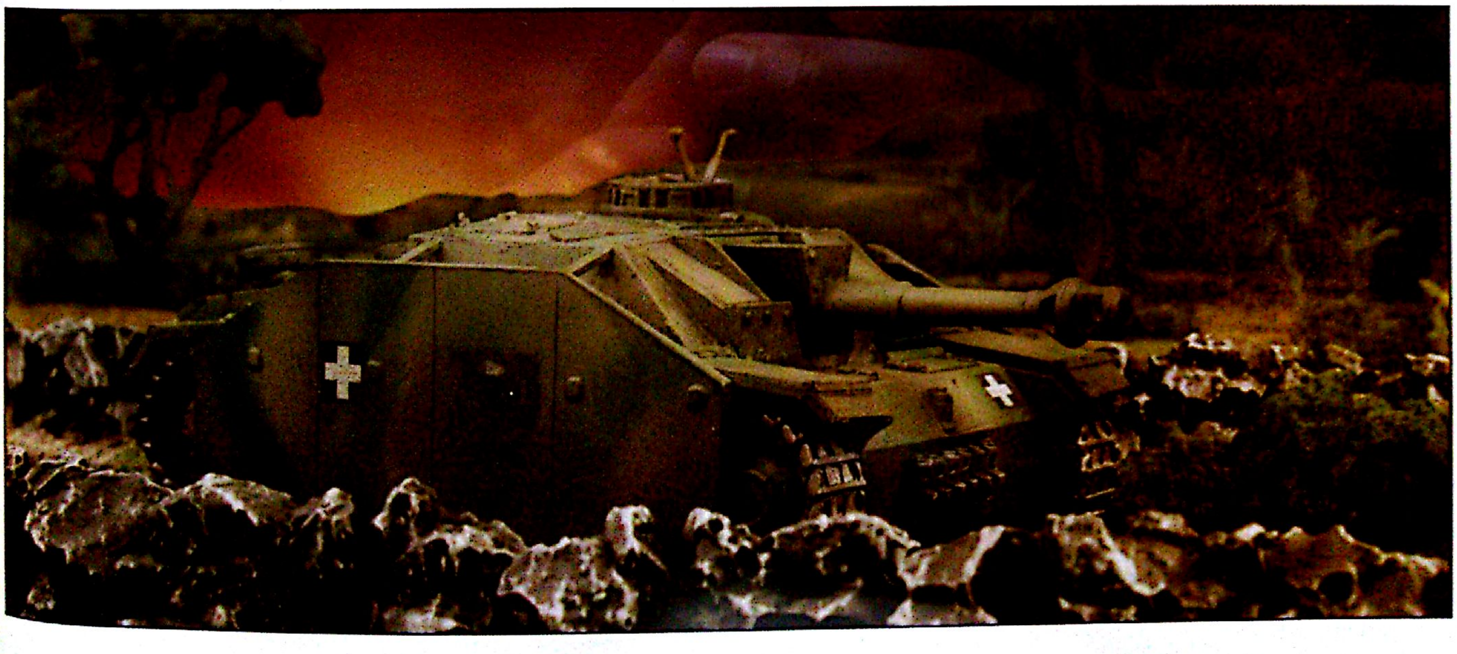
The following theatre selectors cover the main engagements of the Hungarian forces in World War II.

Though Hungary did not initially invade the Soviet Union alongside Germany, officials from within the Hungarian government pushed to be involved to ensure that Germany would not play favorites with Romania. The Hungarian Second Army came under command of the German forces as they pushed deeper into southern Russia. Though met with initial success during the battle of Uman, the Hungarian forces were soon to suffer dearly at Stalingrad. Ignoring Hitler's orders to fight to the last, the Hungarian Second Army attempted to flee from Stalingrad, but found themselves constantly harried by Soviet air power and partisans. Eventually, the army ceased to exist after casualties and the harsh Russian winter whittled it into nothingness.

As Soviet forces pushed westward after Operation *Bagration*, Hungary attempted to raise new armies that were now motivated by a desire to defend their homeland. These forces, despite being bolstered by new German equipment, were swept aside in the Soviet advance. In September 1944 Soviet forces entered Hungary, and the country was beset by political chaos as the Axis powers began crumbling. In February 1945, after a brutal siege of Budapest, the remaining pro-German Hungarian forces finally surrendered.

Before playing a game, the players must decide the theatre selector from which they will pick their reinforced platoon. If they wish, opponents can 'match up' their armies so that they are contemporary with each other. To give an example, a Hungarian force would be well matched against any early war Soviet force.

Obviously, there is nothing to stop players fighting battles between forces from different periods and theatres. Whilst not historically accurate, players often like to try 'what if' type games. The points values will ensure that such a game of *Bolt Action* is fairly evenly balanced, but don't be surprised if you have trouble penetrating the armour of late-war super heavy tanks.



Hunting Allied armour, a Hungarian StuG III passes a town in flames

1941–42: WAR IN THE EAST

Although initially reluctant to participate in combat actions, the Hungarian Second Army fought alongside the Germans as they pushed into southern Russia. The Hungarians fought well, with the Carpathian Group's mechanized corps participating in a sweeping pincer movement surrounding two Soviet army-sized forces. Twenty Soviet divisions were defeated or captured in this action. The campaign seemed to be proving successful, with only the city of Stalingrad to stand in their way to the Caucasus.

A Hungarian force for the War in the East must comprise one or more Reinforced Platoons picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

Hungarian Hetzer tank destroyer

WAR IN THE EAST REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry sections – Regular or Inexperienced

Plus:

Headquarters
0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (Artillery)

Infantry
0–4 Infantry sections: Regular, Inexperienced, Light or Mountain infantry, Cavalry
0–1 Machine gun team
0–1 Anti-tank team: anti-tank rifle
0–1 Sniper team
0–1 Mortar team: light or medium

Artillery
0–1 gun from:
Anti-tank gun: light anti-tank gun
Field artillery: light artillery, medium artillery, heavy artillery
Anti-aircraft gun: 40mm Bofors gun

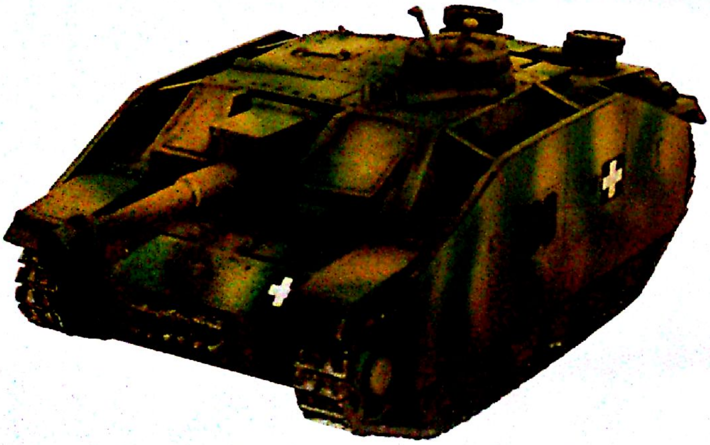
Armoured Cars and Recce Vehicles
0–1 vehicle from: Csaba 39M or 40M, Toldi I

Tanks, Assault Guns and Anti-Aircraft Vehicles
0–1 vehicle from: CV33 or CV35, Toldi II, Panzer 38(T), Panzer III N, Panzer IV F, Nimrod

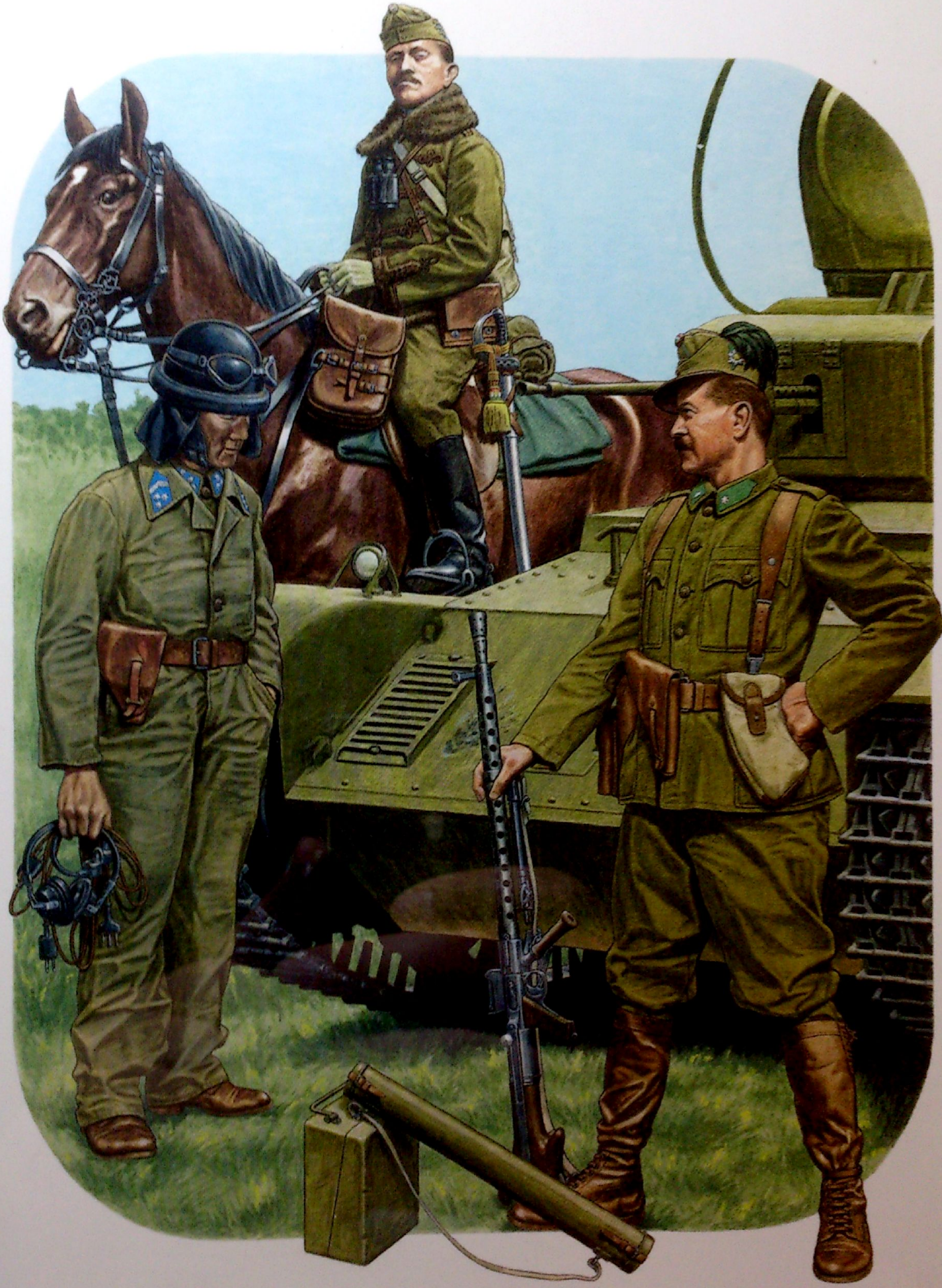
Transports and Tows
0–1 transport vehicle per infantry unit in the Reinforced Platoon: miscellaneous trucks
0–1 tow: artillery tractor

SPECIAL RULES

- **Axis Vehicles in Hungarian Service:** The Germans provided the Hungarian forces with many left over armoured fighting vehicles, significantly bolstering the Hungarian armoured forces. You may use any of the following vehicles (the German ones can be taken from either the *Armies of Germany* book or the *Bolt Action* main rulebook). However, none of these vehicles may be purchased as Veterans.
- **Tanks:** Panzer 35(t) or Panzer 38(t), Panzer III N, Panzer IV E, F, G, or H, StuG III G, Panther A or G, Hetzer



Hungarian StuG III



Hungarian troops in Ukraine, 1941 (L–R): Fötörzsörmester, 9th Tank Bn; Százados, 4th 'Hadik András' Cav Regt; Karpaszományos örvezeö, 2nd Mountain Rifle Bn, by Darko Pavlovic © Osprey Publishing Ltd. Taken from Men-at-Arms 449: The Royal Hungarian Army in World War II.

1943–44: A RED STORM RISING

Facing horrendous defeats at and after Stalingrad, the Hungarian armed forces were reeling. Most of the veteran troops had been spent, and the country was in political turmoil. Units were hastily raised to fight alongside the German forces in the country, but they proved largely ineffective against the vast Soviet forces. Hungarian soldiers again suffered tremendous defeats, culminating in the bloody siege of Budapest that largely ended Hungarian's involvement in the war.

A Hungarian force for A Red Storm Rising must comprise one or more Reinforced Platoons picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

A RED STORM RISING REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry sections – Regular or Inexperienced

Plus:

Headquarters

0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (Artillery)

Infantry

0–4 Infantry sections: Regular, Inexperienced, Light or Mountain infantry, Cavalry
0–1 Machine gun team
0–1 Sniper team
0–1 Anti-tank team: anti-tank rifle, Panzerschreck
0–1 Mortar team: light or medium

Artillery

0–1 gun from:
Anti-tank gun: light anti-tank gun, medium anti-tank gun, heavy anti-tank gun
Field artillery: light artillery, medium artillery, heavy artillery
Anti-aircraft gun: 40mm Bofors gun

Armoured Cars and Recce Vehicles

0–1 vehicle from: Csaba 39M or 40M, Toldi I

Tanks, Assault Guns and Anti-Aircraft Vehicles

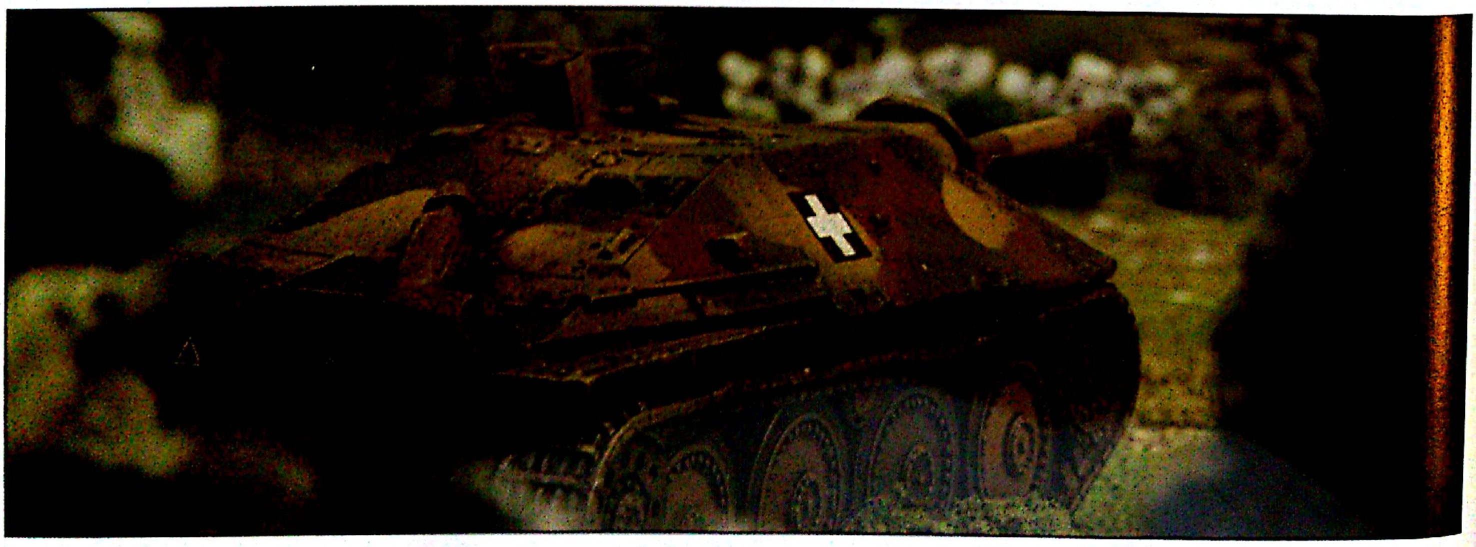
0–1 vehicle from: Toldi II, Panzer IV H, 40M Turan, 43M Zrínyi, Panther G, StuG III G, Hetzer, Nimrod

Transports and Tows

0–1 transport vehicle per infantry unit in the Reinforced Platoon: miscellaneous trucks
0–1 tow: artillery tractor

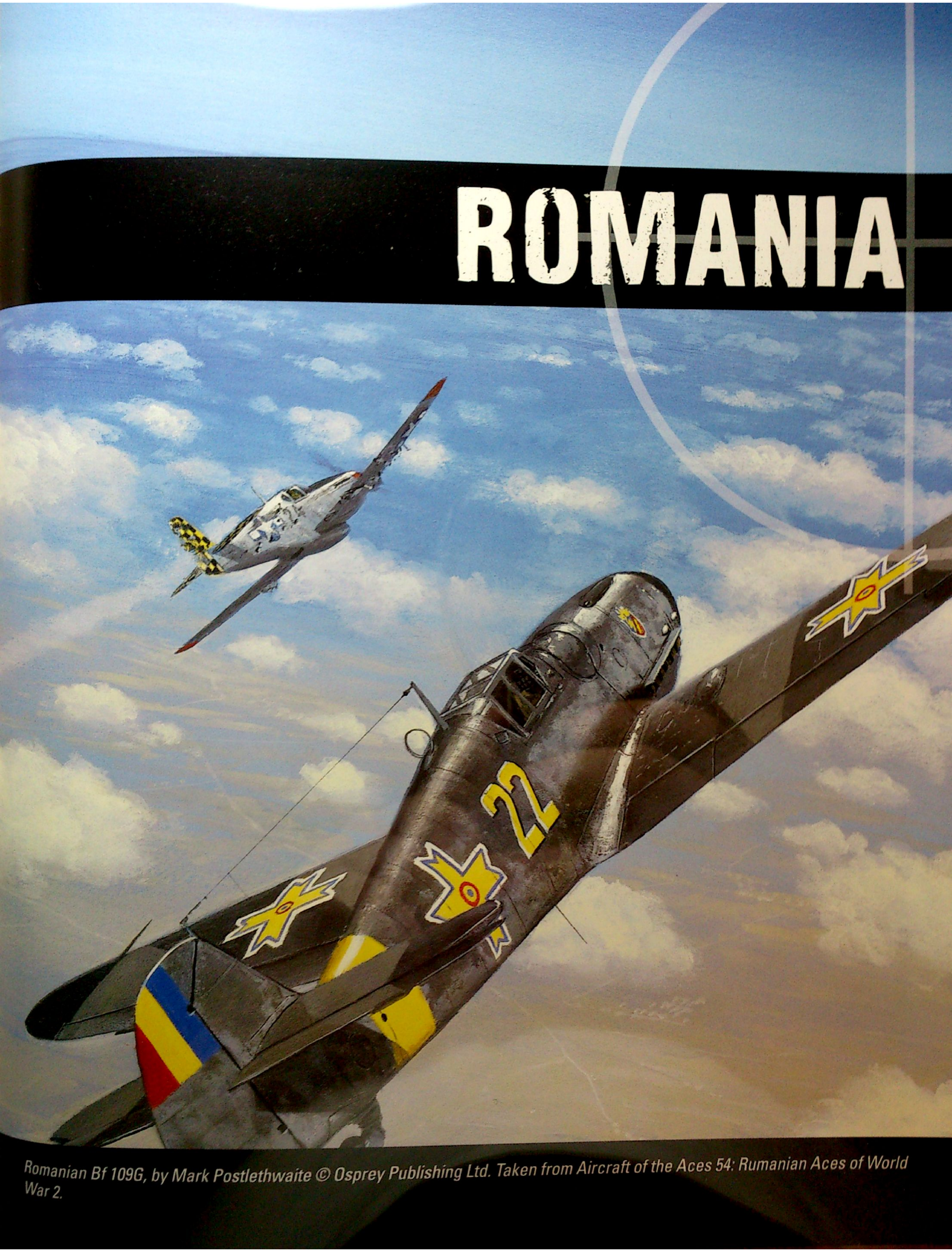
SPECIAL RULES

- **Axis Vehicles in Hungarian Service:** The Germans provided the Hungarian forces with many left over armoured fighting vehicles, significantly bolstering the Hungarian armoured forces. You may use any of the following vehicles (the German ones can be taken from either the *Armies of Germany* book or the *Bolt Action* main rulebook). However, none of these vehicles may be purchased as Veterans.
  - **Tanks:** Panzer 35(t) or Panzer 38(t), Panzer III N, Panzer IV E, F, G, or H, StuG III G, Panther A or G, Hetzer



A Hungarian Hetzer awaits its next unwary prey

ROMANIA



Romanian Bf 109G, by Mark Postlethwaite © Osprey Publishing Ltd. Taken from Aircraft of the Aces 54: Rumanian Aces of World War 2.

The fall of France in 1940 had a major impact on the political and military future of Romania. The traditional alliance with France and Great Britain came into question in the face of real and immediate demonstrations of both German and Soviet power.

The Romanian oilfields were of great importance to Nazi Germany, and critical to the operation of the Axis war machine. Preserving access to this resource was of prime importance. In June of 1940, the Soviet Union issued an ultimatum to the Romanian government that was to result in Romania surrendering the territories of Bessarabia, Northern Bukovina, and Hertza to the Soviets. This Soviet threat to the oil fields convinced Hitler that, one way or the other, Romania must be secured.

Fortunately for Germany, anti-communist General Ion Antonescu came to power due to popular dissatisfaction with the seemingly impotent French and British Allies. As Antonescu's power was progressively consolidated, the drumbeat to war against the Soviet Union grew louder.

When Hitler finally decided to go to war with Russia, Romania was key to his plans. A large number of Romanian troops were involved in Operation *Barbarossa* and the Romanian Army loyally supported the Axis cause as they pushed through the Crimea as far as Stalingrad. Stalingrad was a major defeat for the Romanians, and a general retreat followed through the Caucasus.

At the outbreak of the war, the Romanians possessed 19 front line infantry divisions. The Romanian infantry division was similar to the German in that it contained three infantry regiments, two artillery regiments, a pioneer battalion, an anti-tank company and a partially motorized reconnaissance group. The artillery was not fully equipped with modern weaponry, which lessened the Romanian combat strength relative to their German allies.

As the war progressed, the infantry underwent several re-organizations and upgrades to equipment, affording the *Bolt Action* commander further options in assembling a force: PPSh sub-machine guns, Panzerfausts, MG34s, Mosin Nagant 1891/30s, PaK 97/38s and so on.

STALINGRAD

Germany's attack on Stalingrad relied heavily on the help of Romanian forces protecting the Axis forces from encirclement. This secondary, but crucial role, meant that most heavy equipment was dedicated to the assault on the city, leaving the Romanians under-gunned.

The winter of 1942–43 brought attack after attack from the Soviets, attempting to break through the Romanian lines and encircle the forces besieging Stalingrad. Lacking enough anti-tank assets to address the forces aligned against them, Romanian troops often resorted to close-up fighting against the Soviet armour, throwing anti-tank grenades and anything else they could get their hands on against the oncoming armoured vehicles. Fighting against Soviet Guards units often ended in hand-to-hand combat, neither side giving ground. In less than three months, the Romanians would lose over 150,000 men in and around Stalingrad, essentially losing all ability to launch an effective attack for the rest of the war.

Czech-designed, German-captured and now in Romanian service, a Panzer 38(t) rumbles cross-country

ARMY LIST

This is the official *Bolt Action* Army List for the forces of Romania. Players can pick an army in either of two ways.

- Use the Reinforced Platoon selector from the *Bolt Action* rulebook in conjunction with the Army List in this book. To save referencing back to the rulebook, the generic Reinforced Platoon selector is repeated below.
- Instead of using the generic Reinforced Platoon selector, use any one of the theatre selectors on page 93-96 in conjunction with the Army List given in this book.

Either method is perfectly acceptable depending on what kind of game you wish to play. The first method uses the generic selector and is more flexible and therefore ideal for pick-up games against any opponent, as it allows for a wider variety of different kinds of troops and equipment. The second method, using the theatre selectors, is more historically representative and therefore better suited for games where a historical portrayal is envisaged. We imagine that players will, on the whole, prefer to fight battles within a specific historical context, in which case simply use the appropriate theatre selector to choose your army.

REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry squads

plus:

0–3 Infantry squads
0–1 Captain or Major
0–1 Medic
0–1 Forward Observer (either Artillery or Air)
0–1 Machine gun team
0–1 Mortar team
0–1 Sniper team
0–1 Anti-tank team
0–1 Field Artillery, Anti-aircraft or Anti-tank gun
0–1 Armoured Car
0–1 Tank or Tank Destroyer
0–1 Transport vehicles or tow (soft-skins or armoured) **per** infantry and artillery unit in the Reinforced Platoon

ARMY SPECIAL RULES

AXIS SUPPORT

Romanian forces operated in close support of German forces and thus were often 'stiffened' by German units.

To represent this, a Romanian force may include one extra unit from either the German list in the *Bolt Action* rulebook, or the *Armies of Germany* book, or the Italian Eastern Front theatre selector from this book (though no Italian army special rules apply). This unit does not count towards the normal platoon maximum, but it cannot be a Veteran unit, and cannot be a vehicle with a Damage Value of 10+ or 11+.

FRENCH ARTILLERY DOCTRINE

Like many armies of Europe, the Romanians modelled their armed forces on many French concepts. French artillery doctrine called for artillery to be deployed close to the front line, where it could react quickly to an enemy's actions.

Romanian armies get one free Inexperienced or Regular artillery unit. This unit can be any anti-tank gun or field artillery piece in the Romanian army list (except for heavy artillery and German artillery). This unit is in addition to the number of artillery units normally available.

TYPES OF UNIT

The list is divided into categories as follows:

1 Infantry	Headquarters units Infantry sections and teams
2 Artillery	Field artillery Anti-tank guns Anti-aircraft guns
3 Vehicles	Tanks Tank destroyers Transports and tows

INFANTRY

The Romanian infantry division was organized in the classic 'triangle formation' – 3 regiments, of 3 battalions, with 3 companies, with 3 platoons, with 3 squads. The officers in charge ranged from experienced veterans early in the war to raw recruits near the end. A mix of equipment, especially in the later periods of the war, is the norm.

HEADQUARTERS UNITS

OFFICER

At the start of the war, the Romanian Army possessed many officers who were veterans of World War I. As the war with the Soviet Union dragged on, replacements were rushed into service as the situation demanded.

Cost: Second Lieutenant 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
First Lieutenant 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Captain 95pts (Inexperienced), 110pts (Regular), 125pts (Veteran)
Major 135pts (Inexperienced), 150pts (Regular), 165pts (Veteran)
Team: 1 officer and up to 2 further men
Weapons: Pistol, sub-machine gun, or rifle as depicted on the models
Options:

- The officer may be accompanied by up to 2 men at a cost of +7pts per man (Inexperienced), +10pts per man (Regular), or +13pts per man (Veteran)

MEDIC

Medical advances between the wars allowed all nations to see the importance of highly skilled men made available to frontline troops. The vast majority of wounded men treated very soon after being wounded survived their injuries. Trained medics, stretcher-bearers and other troops were dedicated to these medical tasks.

Cost: 30pts (Veteran)
Team: 1 medic and up to 2 further men
Weapons: Pistol or none as depicted on the model
Options:

- The medic may be accompanied by up to 2 men at a cost of +13pts per man (Veteran)

FORWARD OBSERVER

Like most armies of the time, the Romanians learned the power of artillery during World War I and continued to take advantage of modern communications to establish the Forward Observer. This arrangement made for quickly available firepower for both attack and defence.

Cost: Artillery Forward Observer 100pts (Regular), 115pts (Veteran)
Team: 1 Forward Observer and up to 2 further men
Weapons: Pistol, sub-machine gun, or rifle as depicted on the models
Options:

- The observer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

INFANTRY SECTIONS AND TEAMS

EARLY WAR INFANTRY SECTION

The Romanian soldier was outfitted with the Czech vz. 24 carbine rifle, modelled closely on the Mauser Gewehr 98. Each section was also regularly equipped with the ZB vz. 26 light machine gun or its later evolution, the ZB 30. This is very similar to the British Bren and is sometimes referred to as such, although it was a different weapon. The Romanian Army provided more troops than all other German allies combined for the attack against the Soviet Union. While possessing large numbers of troops, there is debate over how the units actually performed during the war. There seems to be general agreement that the harsh criticisms offered by their German allies were partially motivated to deflect blame for their own failure to defeat the Soviet Union.

Cost: 73pts (Regular)
Composition: 1 NCO and 6 men
Weapons: The NCO is armed with an SMG, all others with rifles
Options:

- Add up to 7 additional men with rifles at +10pts each
- One soldier may have a light machine gun for +20pts – another soldier becomes the loader
- Equip the NCO with a rifle for –3pts
- Equip the entire unit with anti-tank grenades for +2pts per man

Special Rules:

- Tank Hunters if unit equipped with anti-tank grenades

LATE WAR INFANTRY SECTION

As the war continued, the influx of more and varied equipment was felt by the infantry. Though constantly waiting in line behind the Wehrmacht, German and captured Russian equipment did start to flow to the new recruit and the battle-hardened veteran alike. The Romanians fought bravely at Stalingrad and gained valuable but hard-fought experience on the long retreat through western Russia.

Cost: 73pts (Regular), 94pts (Veteran)
Composition: 1 NCO and 6 men
Weapons: The NCO is armed with an SMG, all others with rifles
Options:

- Add up to 7 additional men with rifles at +10pts each (Regular) or +13pts each (Veteran)
- One soldier may have a light machine gun for +20pts – another soldier becomes the loader
- Equip the NCO with a rifle for -3pts
- Equip up to 3 additional soldiers with an SMG for +3pts each
- Arm 1 soldier with a Panzerfaust for +10pts
- Equip the entire unit with anti-tank grenades for +2pts per man

Special Rules:

- Tank Hunters if unit equipped with anti-tank grenades or Panzerfaust

CAVALRY SECTION

After the end of World War I, the Romanian Army continued to modernize its cavalry formations. Cavalry changed into mounted infantry to provide a more mobile and faster reaction force; the days of the cavalry charge were mostly a faded memory of a heroic unit history. Still, the mystique and élan of the cavalry formation showed itself in the fact that the Germans awarded 5 Knight's Crosses to Romanian cavalry officers during the war. These formations were particularly brave in the battle of Stalingrad, where Ioan Hristea's 2nd Cavalry Regiment covered the retreat of the Romanian Fourth Army, earning him a Knight's Cross.

Cost: 72pts (Regular), 90pts (Veteran)
Composition: 1 NCO and 5 men mounted on horses
Weapons: Rifles
Options:

- Add up to 7 additional horse-mounted soldiers for +12pts each (Regular) or +15pts each (Veteran)
- Equip one soldier with a Panzerfaust for +10pts

Special Rules:

- The Romanian cavalry was not trained to charge into battle, but rather acted as a mobile reserve, or pursuit unit. Romanian cavalry units may move into contact with an enemy unit while mounted. On the other hand, Romanian cavalry sections do not suffer the -1 to their leadership roll to arrive from reserve
- Tank Hunters if unit equipped with a Panzerfaust. Note: the Panzerfaust may not be fired while mounted

MOTORIZED INFANTRY SECTION

Motorized transport was in short supply to all combatants, and the Romanians were no exception, with the Ford, Praga, Skoda and Opel trucks in very short supply. On paper, the goal was to have one motorized regiment per three in the cavalry, though this was all too often not realized.

Cost: 53pts (Regular), 68pts (Veteran)
Composition: 1 NCO and 4 men
Weapons: The NCO is armed with an SMG, all others with rifles
Options:

- Add up to 5 additional men with rifles at +10pts each (Regular) or +13pts each (Veteran)
- Up to 2 soldiers may have a light machine gun for +20pts each – another soldier becomes a loader for each of the machine guns purchased
- Equip the NCO with a rifle for -3pts
- Arm one soldier with a Panzerfaust for +10pts

Special Rules:

- Tank Hunters if unit equipped with a Panzerfaust

MACHINE GUN TEAM

Romanian forces were primarily equipped with Czech-made machine guns. The tripod-mounted ZB 53 of 1937 was used in a medium machine gun role, as were World War I-vintage Schwartzlose and Maxim type weapons. Later, German MG34s were made available to the Romanian forces in limited numbers.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team: 3 men
Weapon: 1 MMG
Special Rules:

- Team weapon
- Fixed
- German machine gun: roll one extra shot when firing the MMG

PANZERSCHRECK TEAM

Though Germany made Panzerschrecks available to its allies, and did export them in significant numbers, historical accounts of Romanian usage of the weapon are spotty at best. There is plenty of photographic evidence of Romanian soldiers marching with and training with the weapons, but accounts of their usage are somewhat few and far between. Nevertheless, it is clear the Romanian army was issued the weapon, and it is entirely likely that the weapons were employed against Soviet armour.

Cost: 56pts (Inexperienced), 80pts (Regular), 104pts (Veteran)
Team: 2 men
Weapon: 1 Panzerschreck
Special Rules:

- Team weapon
- Shaped charge

SNIPER TEAM

The Romanian army used a number of captured weapons during the war. The Russian 7.62mm Mosin Nagant model 1891/30 was popular with the Russian soldiers, and a modified version became the standard sniper weapon in the Romanian army.

Cost: 50pts (Regular), 65pts (Veteran)
Team: 2 men
Weapons: Rifle
Special Rules:

- Team weapon
- Sniper

LIGHT MORTAR

After the fall of France, large quantities of 60mm mortars were provided to the Romanians in time for a 1942 offensive against the Soviet Union. The 60mm, a weapon that barring a few modifications is still in use today, was highly mobile and accurate. Consisting of a smooth bore tube, bipod stand, and a base plate, the mortar was simple to operate and produce. Before receiving the captured tubes, Romania had actually purchased the licensing rights to manufacture the mortar for itself. As a company-level support weapon, Romanian infantry could count on fire support from the reliable 60mm.

Cost: 24pts (Inexperienced), 35pts (Regular), 46pts (Veteran)
Team: 2 men
Weapon: 1 light mortar
Special Rules:

- Team weapon
- Indirect fire
- HE (D3)

MEDIUM MORTAR

Like most medium mortars in use by European nations in World War II, the Romanians used a French-designed 81mm Brandt medium mortar. The Brandt mortar was easy to manufacture easy to carry, and was relatively accurate. The weapon could be quickly broken down into three loads and carried by the crew to new firing positions, where assembly was equally quick.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team: 3 men
Weapon: 1 medium mortar
Options:

- May add Spotter for +10pts

Special Rules:

- Team weapon
- Fixed
- Indirect fire
- HE (D6)

HEAVY MORTAR

Early in the war, Romanian forces captured numerous 120mm heavy mortars from the Soviet armies, and put them to use. These captured weapons dramatically increased Romania's artillery capabilities, and thus it was not long before an unlicensed copy was produced under the name Resita Model 1942.

Cost: 46pts (Inexperienced), 65pts (Regular), 84pts (Veteran)
Team: 3 men
Weapon: 1 medium mortar
Options:

- May add Spotter for +10pts

Special Rules:

- Team weapon
- Fixed
- Indirect fire
- HE (2D6)

ARMY GROUP SOUTH

Romania provided more manpower in the war on the Eastern Front than any other minor Axis power. At the launch of Operation *Barbarossa*, Romanian soldiers made up several entire armies of the plan's Army Group South. In little over three weeks, these several hundred thousand Romanian fighters took back territories lost to the Soviet Union only a year before, in the form of Bessarabia and Northern Bukovina. Army Group South was truly a multinational force, consisting of troops from Germany, Romania, Hungary, Italy, and Slovakia, but the Romanian soldier truly made a name for himself throughout the vicious fighting of the East. By the end of their involvement with the Axis powers, they were actively engaged in non-stop combat with the Soviet Union from *Barbarossa* until August of 1944.

ARTILLERY

FIELD ARTILLERY

LIGHT ARTILLERY

Most Romanian light artillery comprised World War I-vintage field guns and mountain guns of 75mm calibre. Captured Russian artillery also became available as the Romanians advanced eastwards. At the start of the war, the Romanian arsenal included the usual mix of Schneider, Krupp and Skoda weapons found in other European armies. The Romanians also had a number of captured World War I Russian Putilov guns fitted with 75mm barrels (from 76mm). These Schneider-Putilov 1902/36 guns equipped the artillery regiments of the infantry divisions.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Team: 3 men
Weapons: 1 light howitzer
Options:

- May add Spotter for +10pts

Special Rules:

- Gun shield
- Team weapon
- Fixed
- Howitzer
- HE (D6)

MEDIUM ARTILLERY

The bulk of Romania's artillery was comprised of several marks of Skoda 100mm howitzers, as well as Krupp and Schneider weapons of 105mm calibre. The 100mm Skoda 1916 and 105mm Skoda and Bohler of 1939 and 1940 respectively were lightly constructed mountain guns, which offered some semblance of mobility at the cost of range and destructive power. Horse-drawn batteries were well trained in rapid redeployment, offering fire support at a moment's notice.

Cost: 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Team: 4 men
Weapons: 1 medium howitzer
Options:

- May add Spotter for +10pts

Special Rules:

- Gun shield
- Team weapon
- Fixed
- Howitzer
- HE (2D6)

HEAVY ARTILLERY

Romanian heavy artillery relied mostly on World War I Skodas and Schneiders of 155mm calibre, together with a number of Skoda 150mm field howitzers.

Cost: 92pts (Irregular), 115pts (Regular), 138pts (Veteran)
Team: 5 men
Weapon: 1 heavy howitzer
Options:

- May add Spotter for +10pts

Special Rules:

- Gun shield
- Team weapon
- Fixed
- Howitzer
- HE (3D6)

ANTI-TANK GUNS

LIGHT ANTI-TANK GUN

The Romanians used a number of different light anti-tank guns throughout the war. Many of them were German or Italian. Though these light anti-tank guns were rarely a match for the best Soviet armour, they provided the infantry with some much-needed direct anti-tank capability. The French Puteaux 25mm M37, German PaK 36, Italian 47/32, Bofors 37mm, Schneider 47mm, Breda, Bohler and more guns were utilized. Any of these guns can appear in a Romanian army.

Cost: 36pts (Inexperienced), 45pts (Regular), 54pts (Veteran)
Crew: 2 men
Weapon: 1 light anti-tank gun
Options:

- Purchase a gun shield for +5pts

Special Rules:

- Team weapon
- Fixed
- Gun shield (if purchased)

7.5CM PAK 97/38

When the Germans ran headfirst into Soviet tanks during Operation *Barbarossa*, it was clear that better anti-tank weapons were needed. Fortunately, thousands of French 75mm guns were captured during the Blitzkrieg, and these could be easily converted to an anti-tank role. The 75mm barrel was mounted on the PaK 38 (5cm) chassis, and a huge muzzle brake was installed to reduce recoil. Many of these guns were given to Germany's allies including the Finns, Italians, Hungarians and Romanians. Romania also received many unmodified PaK 38s – this entry can be used for that gun as well.

Cost: 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)
Team: 3 men
Weapon: 1 medium anti-tank gun
Special Rules:

- Team weapon
- Fixed
- Gun shield

75MM TAC RESITA ANTI-TANK GUN

The 75mm TAC anti-tank gun was designed by the Resita to give the Romanian army a purpose-built anti-tank gun. Marrying the chassis design of the Soviet 76mm with the gun design of the German PaK 40 gave the Romanians some much-needed punch to face the Soviet (and later German) tanks of the time.

Cost: 88pts (Inexperienced), 110pts (Regular), 132pts (Veteran)
Crew: 4 men
Weapon: 1 heavy anti-tank gun
Special Rules:

- Team weapon
- Fixed
- Gun shield

ANTI-AIRCRAFT GUNS

AUTOMATIC CANNON

The German-made 20mm Flak 38 was the mainstay of Romanian air defence, but the Romanians also had a good selection of other, heavier anti-aircraft guns.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Team: 3 men
Weapon: 1 light automatic cannon
Options:

- Upgrade the light automatic cannon to a heavy automatic cannon for +10pts

Special Rules:

- Team weapon
- Fixed
- Flak

VEHICLES

TANKS

RENAULT R35

The Romanians utilized captured R35 tanks on the front lines until well into 1944, much later than most nations. The French R35 was well armoured, but suffered from a poor main gun and a low top speed.

Cost: 124pts (Inexperienced), 155pts (Regular)
Weapons: 1 turret-mounted low-velocity light anti-tank gun
Damage Value: 8+ (light tank)
Special Rules:

- 1-man turret: combining the roles of commander, gunner and loader in together and squeezing the man responsible into a tiny 1-man turret means it's hard to do different things at once! To represent this it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned
- Armoured all round: the R35 was almost as heavily armoured at the sides and rear as at the front, so no modifiers apply for penetration when shooting at the sides, rear or from above. All shots count the full armour value
- Low velocity light anti-tank gun: the R35's puny weapon counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4
- Slow

TANK DESTROYERS

TACAM TANK DESTROYERS

The Romanians captured large numbers of Soviet T-60s and 76.2mm guns in 1941 and 1942. Simultaneously, Romanian command realized there was a dire need for mobile anti-tank guns to deal with Soviet armour. Combining the T-60 and 76.2mm gun was feasible, inexpensive, and maintainable, and so almost three dozen vehicles were converted to this task. An armoured fighting compartment for the crew was constructed around the chassis of the T-60, offering some semblance of protection.

Cost: 92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
Weapons: 1 hull-mounted medium anti-tank gun
Damage Value: 7+ (tankette)
Special Rules:

- Open-topped

TRANSPORTS AND TOWS

MISCELLANEOUS TRUCKS

Like most European militaries that were scrambling to mechanize in the face of modern warfare, the Romanians had a wide variety of trucks in service. Praga RVs, Skoda, Lancia, Mercedes, and even Ford are just a few of the manufacturers whose trucks would serve in the Romanian armed forces.

Cost: 31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)
Weapons: None
Damage Value: 6+ (soft skin)
Transport: 12 men
Tow: Light howitzer, light or medium anti-tank gun, light anti-aircraft gun

ARTILLERY TRACTORS

Several wheeled artillery tractors were in use with the Romanian army.

Cost: 12pts (inexperienced), 15pts (Regular), 18pts (Veteran)
Weapons: None
Damage Value: 6+ (soft skin)
Tow: Any howitzer; any anti-tank gun, any anti-aircraft gun

THEATRE SELECTORS

The following theatre selectors cover the main engagements of the Romanian forces in World War II.

After losing large tracts of territory due to unfavourable treaties in 1940, Romania's government was replaced with a fascist, pro-war government that was eager to join the Germans for Operation *Barbarossa*. Romania committed more troops to assist the Germans on the Eastern Front than any of Germany's other allies combined. The Romanian army suffered severe losses at Stalingrad, which began a brief era of political uncertainty. The losses combined with Romania becoming a target of Allied bombing, and the growing belief that the tides were turning against the Axis eventually led to a coup that saw a nation divided.

As Soviet armies entered Romania, the remaining pro-German forces were quickly swept aside. In August of 1944 Romania officially declared war against Germany and, perhaps more importantly, her longtime rival Hungary. Romanian and Soviet forces swept into Hungary and laid siege to Budapest, eventually capturing the city and fighting the Wehrmacht until the war's end.

Before playing a game, the players must decide the theatre selector from which they will pick their reinforced platoon. If they wish, opponents can 'match up' their armies so that they are contemporary with each other. To give an example, a Romanian force would be well matched against any early and mid-war Soviet force.

Obviously, there is nothing to stop players fighting battles between forces from different periods and theatres. Whilst not historically accurate, players often like to try 'what if' type games. The points values will ensure that such a game of *Bolt Action* is fairly evenly balanced, but don't be surprised if you have trouble penetrating the armour of late-war super heavy tanks.

1941-43: ONWARD TO THE CAUCASUS!

Romanian units fought alongside German forces at all of the major engagements in southern Russia. Time and time again the Romanian forces proved themselves on the field of battle, and were instrumental in many key successes.

A Romanian force for Onward to the Caucasus! must comprise one or more Reinforced Platoons picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

ONWARD TO THE CAUCASUS! REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry sections – Early War infantry, Motorized infantry

Plus:

Headquarters

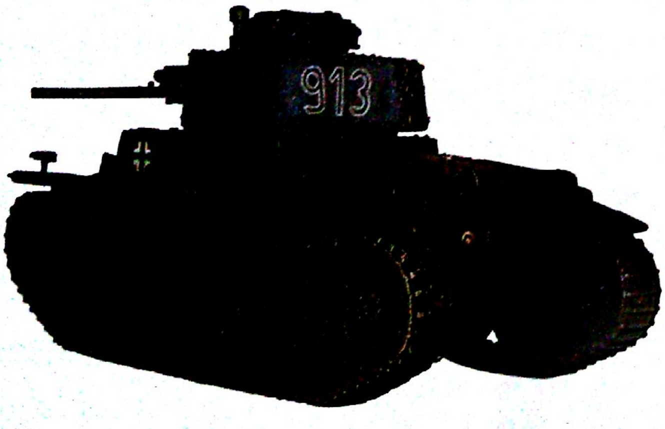
0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (Artillery)

Infantry

0–4 Infantry sections: Early War infantry, Motorized infantry, Cavalry
0–1 Machine gun team
0–1 Sniper team
0–1 Mortar team: light or medium

Artillery

0–1 gun from:
Anti-tank gun: light anti-tank gun, 7.5cm PaK 97/38
Field artillery: light artillery, medium artillery, heavy artillery
Anti-aircraft gun: light or heavy automatic cannon



Romanian Panzer 38(t)

Romanian SdKfz 222 armoured car

Armoured Cars and Recce Vehicles

0–1 vehicle from: SdKfz 222 or 223

Tanks and Tank Destroyers

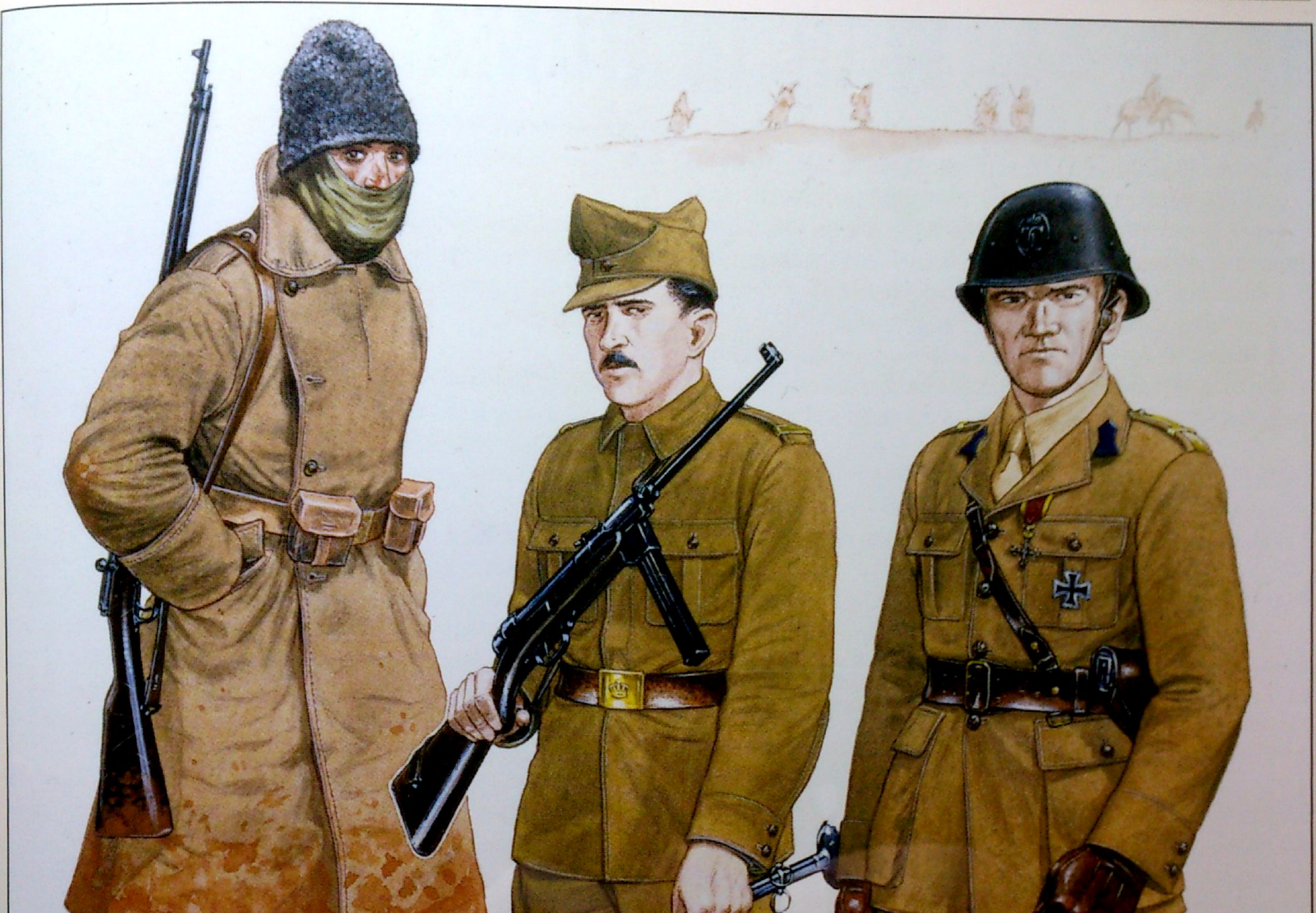
0–1 vehicle from: Panzer 35(t), Panzer 38(t), Panzer III N, Panzer IV E or F, Tacam tank destroyer, captured Renault R35

Transports and Tows

0–1 transport vehicle per infantry unit in the Reinforced Platoon: miscellaneous trucks
0–1 tow: artillery tractor

SPECIAL RULES

- **Axis Vehicles in Romanian Service:** The Germans provided the Romanian army with many left over armoured fighting vehicles, significantly bolstering the Romanian armoured forces. You may use any of the following vehicles from either the *Armies of Germany* book or the *Bolt Action* main rulebook. These vehicles may be purchased at any of the training levels available to the Germans.
  - **Tanks:** Panzer 35(t) or Panzer 38(t), Panzer III N, Panzer IV E, F, G, or H, StuG III G, Panther A or G
  - **Armoured Cars:** SdKfz 222, SdKfz 223



Romanian troops, 1941–42 (L–R): Private, Infantry; Corporal, Cavalry; Captain, Infantry, by Mike Chappell © Osprey Publishing Ltd. Taken from Men-at-Arms 131: Germany's Eastern Front Allies 1941–45.

1943–44: WAR IN ROMANIA

As the waters receded from the high water mark at Stalingrad, Romanian loyalties began to shift. With an eye towards Transylvania and other territories often disputed with Hungary, the will to remain an Axis power was quickly leaving the Romanian political landscape. The Romanians fought hard for a while against the Soviet onslaught, but eventually succumbed and joined them in the march west.

A Romanian force for War in Romania must comprise one or more Reinforced Platoons picked from the following theatre selector. Each Reinforced Platoon is made up as follows:

WAR IN ROMANIA REINFORCED PLATOON

1 Lieutenant – First or Second
2 Infantry sections – Late War infantry, Motorized infantry

Plus:

Headquarters

0–1 Captain or Major
0–1 Medic team
0–1 Forward Observer (Artillery)

Infantry

0–4 Infantry sections: Late War infantry, Motorized infantry, Cavalry
0–1 Machine gun team
0–1 Sniper team
0–1 Panzerschreck team
0–1 Mortar team: light, medium or heavy

Artillery

0–1 gun from:
Anti-tank gun: 7.5cm PaK 97/38, 75mm TAC Resita anti-tank gun
Field artillery: light artillery, medium artillery, heavy artillery
Anti-aircraft gun: light or heavy automatic cannon

Armoured Cars and Recce Vehicles

0–1 vehicle from: SdKfz 222 or 223

Tanks and Tank Destroyers

0–1 vehicle from: Panzer 35(t), Panzer 38(t), captured Renault R35, Tacam tank destroyer, Panzer IV G or H, Panther A or G, StuG III G

Transports and Tows

0–1 transport vehicle per infantry unit in the Reinforced Platoon: miscellaneous trucks
0–1 tow: artillery tractor

SPECIAL RULES

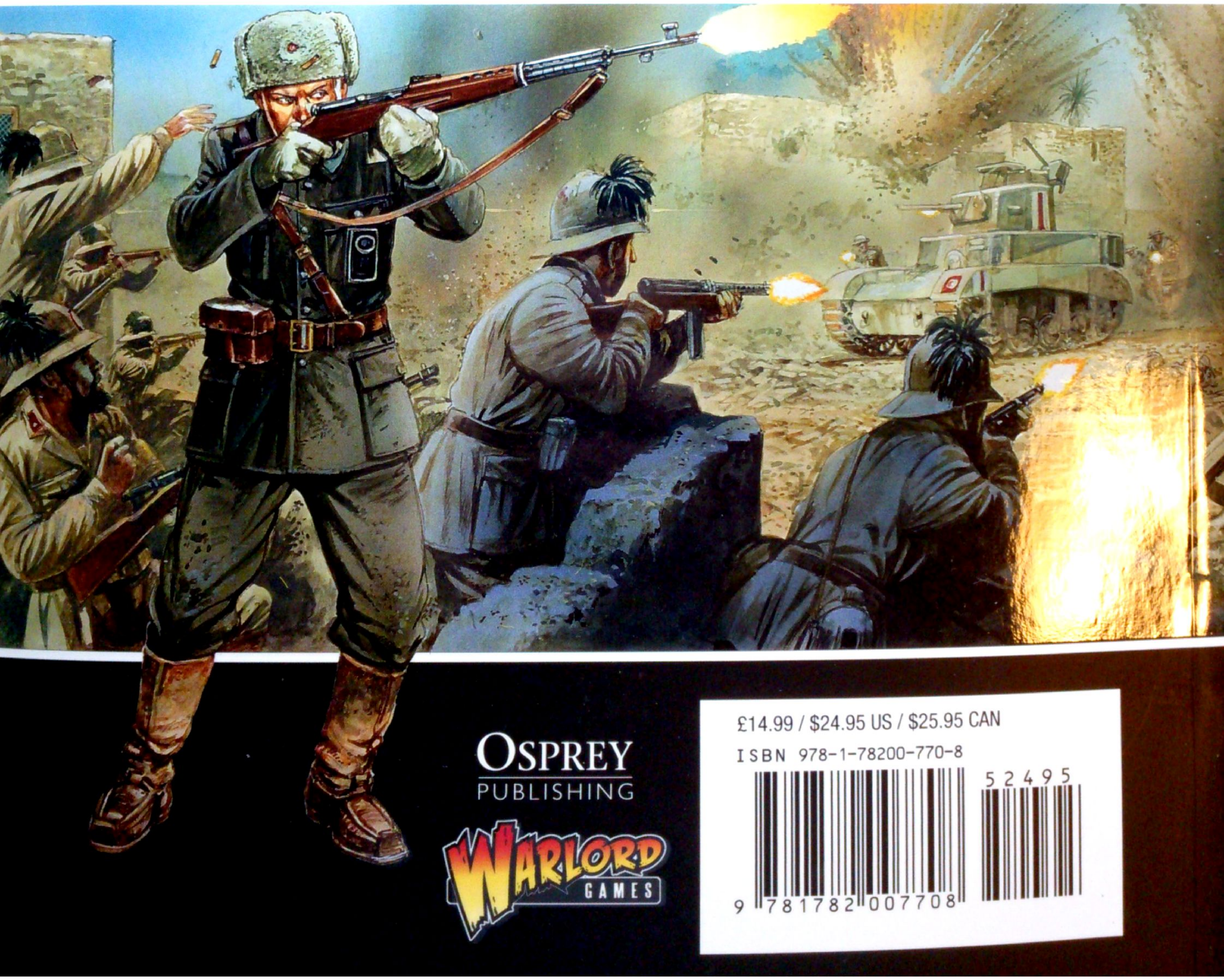
- **Axis Vehicles in Romanian Service:** The Germans provided the Romanian army with many left over armoured fighting vehicles, significantly bolstering the Romanian armoured forces. You may use any of the following vehicles from either the *Armies of Germany* book or the *Bolt Action* main rulebook. These vehicles may be purchased at any of the training levels available to the Germans.
  - **Tanks:** Panzer 35(t) or Panzer 38(t), Panzer III N, Panzer IV E, F, G, or H, StuG III G, Panther A or G
  - **Armoured Cars:** SdKfz 222, SdKfz 223

Romanian Pz IV ausf H

World War II Wargames Rules

BOLT ACTION

While many nations flocked to the side of the Allies, others joined forces with Germany as part of the Axis. This volume is the definitive guide to the armies of Italy, Hungary, Bulgaria, Romania and Finland. Fight the Winter War against the Soviets, hold back the British in North Africa, or help shore up the German offensives on the Eastern Front with this latest supplement for *Bolt Action*.



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